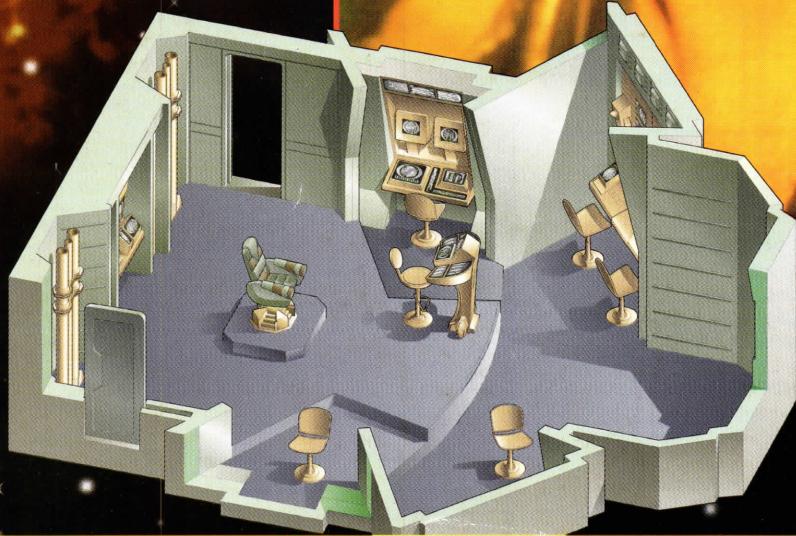


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Command Center of a Kraylor Prototype

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Icheb gains individuality

'Shattered' Anomaly
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Nog's battle scars exposed

Captain's Yacht Bridge
Auxiliary ship's plush cabin

Federation Headquarters
San Francisco base of operations

Nuu'Bari Freighter
Subject of Iden's vendetta

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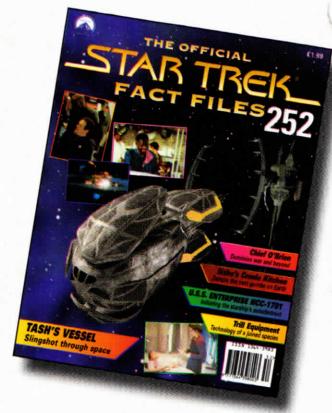
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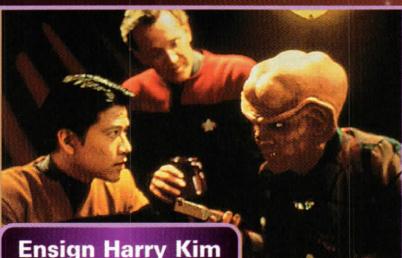
The Guide to the STAR TREK Galaxy

FILE 1 CARD 50

THE KIM INDEX

The perils of the Delta Quadrant are more than a match for even the most hardened space-faring officer. Ensign Harry Kim, however, rises to the challenge with ease, and quickly proves to be an essential member of the *U.S.S. Voyager NCC-74656*'s tightly-knit crew.

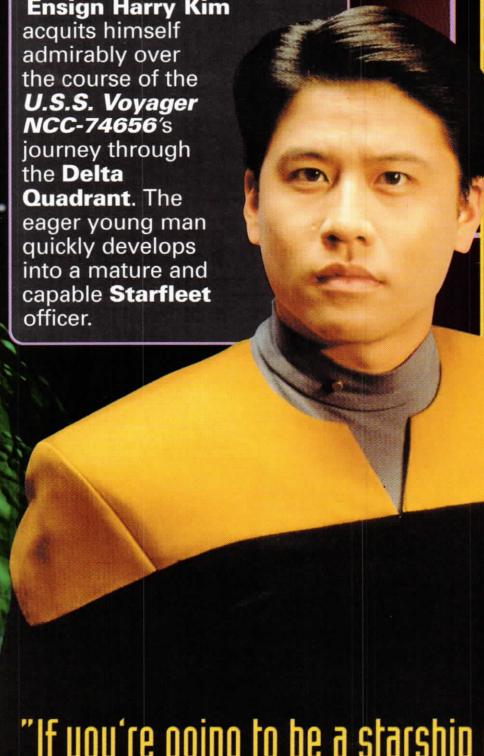
Ensign Harry Kim joins the *U.S.S. Voyager NCC-74656* at *Deep Space Nine* in 2371. He is fresh out of **Starfleet Academy** and somewhat naive in the ways of the Galactic community.



Ensign Harry Kim

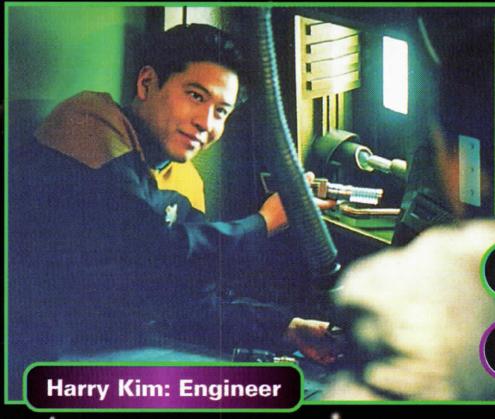
FILE 43 CARD 56

Ensign Harry Kim acquires himself admirably over the course of the *U.S.S. Voyager NCC-74656*'s journey through the **Delta Quadrant**. The eager young man quickly develops into a mature and capable **Starfleet** officer.

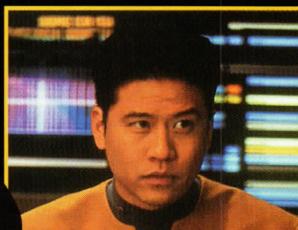


"If you're going to be a starship officer, you've got to accept that adversity comes with the job."

—Ensign Harry Kim



Harry Kim: Engineer



Harry Kim proves himself to be worthy of command duties on a number of occasions. In one possible future, he is even promoted to captain upon returning to Earth.

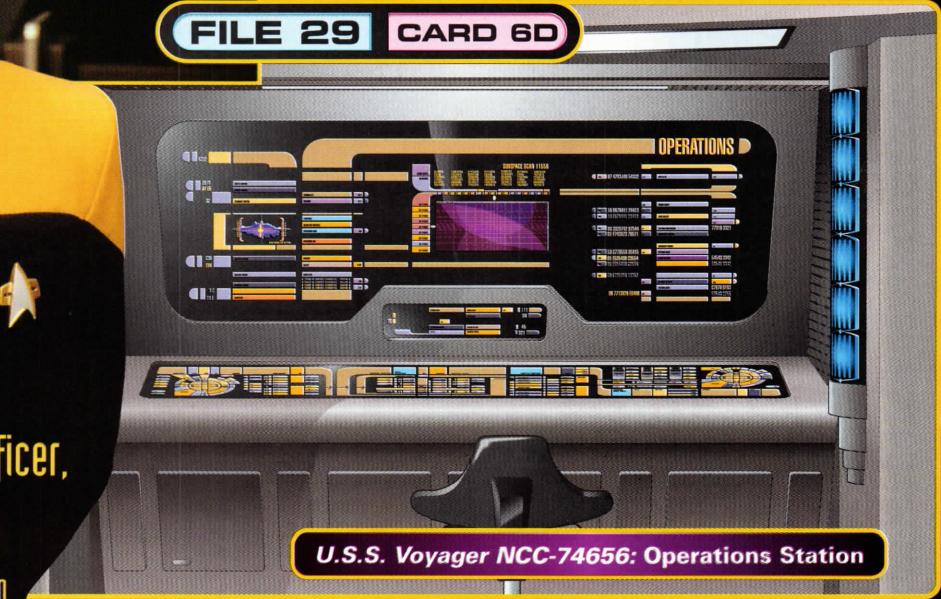
FILE 43 CARD 56B

FILE 43 CARD 56C



Harry Kim in Command

FILE 29 CARD 6D



U.S.S. Voyager NCC-74656: Operations Station

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Ensign Lyndsay Ballard



Kim and Ensign Lyndsay Ballard spend much time together, both before and after her untimely death.

FILE 43 CARD 104

FILE 42 CARD 9



The Chute

Harry Kim's Hobbies



During his time aboard the *U.S.S. Voyager* NCC-74656, Kim renews old hobbies, such as playing the oboe, and takes up others; he often joins Lt. Commander Tuvok in games of Kal-toh.

FILE 43 CARD 56A

FILE 43 CARD 56 APPENDIX

Harry Kim and his Duplicates

During his time in 'The Adventures of Captain Proton' holodeck program, Kim bears the gun of Buster Kincaid.

In 2375, Ensign Kim has the unusual experience of watching a message recorded by a future version of himself.

Buster Kincaid's Gun

FILE 60 CARD 39

FILE 43 CARD 55

Ensign Kim is quick to form a friendship with Tom Paris during the *U.S.S. Voyager* NCC-74656's mission to the Badlands in 2371.

Lt. Tom Paris

Nightingale

Ensign Harry Kim assumes command of a prototype *Kraylor Vessel* which he names *Nightingale* in 2377.

The Taresians



Harry Kim is lulled into believing that he has originated from the beautiful Delta Quadrant world of Taresia in 2373.

Kim plays a pivotal role in 'The Adventures of Captain Proton' holodeck scenario; he assumes the role of Proton's sidekick – ace reporter Buster Kincaid.

Harry Kim as Buster Kincaid

FILE 18 CARD 101

FILE 43 CARD 56 APPENDIX 1

KIM STARSHIP LOG: Key episodes



'Emanations'
FILE 71 CARD 8



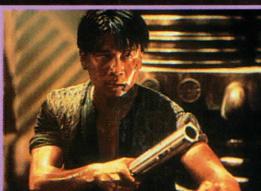
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'Nightingale'
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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 6J

CHARTING
THE GALAXY

DELTA QUADRANT

KRAYLOR HOMeworld

CLASS-M PLANET

During the **U.S.S. Voyager NCC-74656**'s stay on an uninhabited planet for maintenance, **Ensign Harry Kim**, **Neelix**, and **Seven of Nine** search for **dilithium** in the **Delta Flyer**. During their search they are caught in the crossfire of an **Annari Vessel** firing at a much smaller **Kaylor Vessel**. The **Kaylor** send a distress call requesting assistance, and Ensign Kim elects to come to the aid of the alien vessel. The passengers and crew are incredibly appreciative of the assistance as many of the ship's personnel, including their captain, have been killed. One of the Kaylor, **Terek**, informs Kim that they desperately need to get their cargo of new vaccines back to their homeworld which will save thousands of lives. Kim is touched by the story, and manages to convince **Captain Kathryn Janeway** that he has to help the Kaylor on this humanitarian mission.

During the journey back to the Kaylor homeworld, Ensign Kim discovers that he has been misled about the ship's real mission; the cargo is not medical supplies, but rather a prototype **cloaking device** that has been fitted aboard the ship. **Loken**, another Kaylor, tells Kim that they have been at war with the **Annari** for years, and are virtually prisoners on

their own planet because the Annari have formed a blockade to stop supply ships from entering or leaving the atmosphere.

The Kaylor homeworld appears to be a very beautiful planet from orbit. The surface is dominated by large landmasses and great areas of water. Nevertheless, the Annari presence is immediately noticeable; a number of Annari Vessels fire scanning pulses, which are designed to illuminate cloaked ships, in the direction of the planet.

Ensign Kim, however, devises a plan to get the crew of the Kaylor Vessel, which he has christened *Nightingale*, and the ship itself through the blockade. He surrenders to the Annari, telling them that he is ready to give them the cloaking device as long as they allow the crew to return to the surface in escape pods. The Annari agree and allow the crew to return to their home, while locking onto the *Nightingale* with a tractor beam. Kim uses this opportunity to turn the Annari weapons against them by reversing the *Nightingale*'s shield polarity. They break free, and are able to take the ship and remaining crew back to the surface of the planet.

FIRST VISITED: 2377

STARSHIP LOG: 'NIGHTINGALE'



► The NIGHTINGALE is chased into orbit of the Kaylor homeworld by an ANNARI VESSEL. The planet has large areas of visible water.



► The Kaylor planet is captive under an Annari shield which ripples whenever vessels attempt to breach it.

HA'DARA ('HOME OF LIGHT' IN BAJORAN)

CLASS-Y PLANET

The crew of **U.S.S. Voyager NCC-74656** discover a **Hirogen Training Facility**, and are amazed to discover that the holographic prey have somehow managed to transport themselves onto a vessel after killing all but one of the Hirogen in the *Training Facility*. The **Doctor** is kidnapped by the rogue holograms, and they tell him that they plan to settle on a planet and escape the torment of their oppressors. Their leader, a holographic **Bajoran** named **Iden**, tells the **EMH** that he is creating a new faith – all holograms should follow him, the "Man of Light," and he will "deliver them to freedom," and save them from the "Men of Flesh."

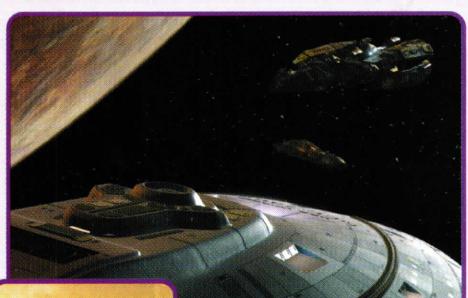
As part of his backup plan, Iden transports **Lt. B'Elanna Torres** onto his ship in order to use her expertise to modify a **photonic field generator**; which will allow him and his followers to settle on a planet that he has named **Ha'Dara**; this translates from Bajoran

as 'Home of Light.' Iden plans to place the generator on the southern continent in the lifeless sulphuric deserts. The planet's toxic atmosphere will serve as protection from their organic enemies.

Voyager and the Hirogen chase **Iden's Vessel** to a planet that appears to have a dark, swirling gaseous atmosphere. Some of the Hirogen transport down to the surface where they discover a dark and forbidding landscape dominated by craggy rock formations and desolate desert plains, but they are soon joined by Iden and his field generator. After Iden's death, a number of his followers decide to remain on the planet with the assistance of the Hirogen **Donik**, who wants to help undo all the suffering that his programming has caused.

FIRST VISITED: 2377

STARSHIP LOG: 'FLESH AND BLOOD', PART II



► The 'Home of Light' is utterly inhospitable to humanoid life forms. The Hirogen in orbit soon find out, unfortunately.

► Iden sees himself as the spiritual leader to his band of holograms on his new homeworld Ha'Dara, or in Bajoran 'Home of Light.'



The Guide to the STAR TREK Galaxy

FILE 3 CARD 6J



CHARTING
THE GALAXY



CHARTING
THE GALAXY

DELTA QUADRANT

UNKNOWN PLANET

CLASS-M PLANET

The crew of the **U.S.S. Voyager NCC-74656** are amazed to suddenly be attacked by a **Klingon D-7 Battle Cruiser**, a type of vessel that has been out of commission for decades, not least be present in the **Delta Quadrant**. The vessel is crewed by a group of **Klingons** who have undertaken a journey that has so far taken four generations. The original group consisted of those who believed that the Empire had lost its way, and after discovering a sacred text had embarked on this long journey.

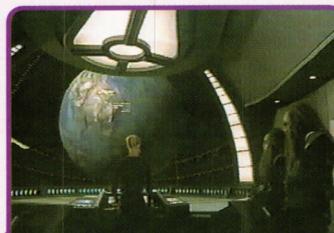
The captain of the vessel, **Kohlar**, is convinced that the prophesized savior is the unborn child of **Lt. B'Elanna Torres**, and it is decided that Torres should partake in a ceremony to make it appear that she and her child fulfill the conditions of the prophecies. During this period **Seven of Nine** spends much of her time in the **Astrometrics Lab** searching for a suitable planet on which the Klingons can make their new home. She discovers a **Class-M** planet in **grid 622** that appears as a blue-green globe on the Astrometrics display screen, and is less than

a week off *Voyager*'s present course. It has a relative humidity of 12.6 percent lower than **Qo'noS**, but this should not cause the Klingons any problems. Seven also locates two potential colony sites in the southern hemisphere, and offers to prepare topographical scans for Kohlar's group.

Plans are made to conduct a survey mission to the planet, with **Commander Chakotay** leading a team to Site A, and Kohlar's team exploring Site B. Before they can transport to the surface, however, some of the Klingons mount an attempt to seize control of *Voyager*, so as to strand the **Starfleet** crew on the planet, and keep the **Federation** vessel for themselves.

Fortunately, the mutiny is suppressed, and all of the Klingons agree to settle on the planet; the *Voyager* crew assist them in their historic move to their new colony world after so many years of traveling.

FIRST VISITED: 2377
STARSHIP LOG: 'PROPHETY'



◀ **Seven of Nine** locates a suitable planet on which the Klingons can relocate and colonize.



◀ Some of Klingons are unsure as to whether Torres's unborn child does fulfill the sacred prophecies. This makes them resistant to colonizing a new world.

QUARRA

CLASS-M PLANET

Commander Chakotay, **Ensign Harry Kim**, and **Neelix** are on an away mission when the **U.S.S. Voyager NCC-74656** is hit by a **subspace** mine that results in numerous casualties. **Captain Kathryn Janeway** evacuates the crew in the escape pods, and leaves the **EMH** behind. Her plan is to get everyone to a habitable planet where the sick can be treated while the **Doctor** can vent the ship of all radiation, and later rendezvous when it is safe again.

The crew transport to **Quarra**, a seemingly friendly planet where the **Starfleet** officers are taken into medical facilities, and treated for their ailments. The planet is incredibly advanced; it has great cityscapes, vast factories, recreational facilities, and luxurious living areas. The crew are treated for their **tetryon radiation**, but are also unwittingly subjected to a procedure in which their memories are altered. The **Quarren** intend the *Voyager* crew to work in their industrial plants, thus solving a serious labor shortage.

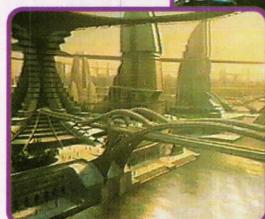
The **Delta Flyer** carrying Chakotay, Kim, and Neelix returns to *Voyager*, and Kim manages to locate the missing crew on Quarra, which is less than three days away from the nebula in which the ship is hiding. Chakotay contacts the officials who deny that the crew is on their world. Realizing that

something is amiss, Chakotay devises a plan to get onto the planet by pretending to look for work. He and Neelix begin a search for the crew, ultimately locating **Lt. B'Elanna Torres**. She is transported back to *Voyager*, and after treatment by the Doctor her memory slowly begins to return.

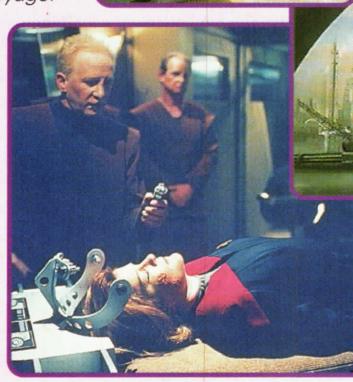
Chakotay remains on Quarra and soon manages to find **Captain Kathryn Janeway**, who has taken on work in an industrial facility, and has become romantically involved with a coworker, **Jaffen**. After considerable convincing, Chakotay manages to make Janeway believe him, and they put together a plan to escape the planet with the rest of the crew. The predicament faced by the *Voyager* crew reveals a conspiracy not known to many Quarren officials; a secret team led by prominent physicians have been employing new workers against their will through medical intervention. The crew make a lucky escape from this planet, and resume their course for home.

FIRST VISITED: 2377
STARSHIP LOG: 'WORKFORCE', PART I
▶ Captain Janeway is subjected to Quarren brainwashing techniques to recruit her skills.

▶ The level of modernity and its effects are not visible from orbit. From space, Quarra seems a haven.

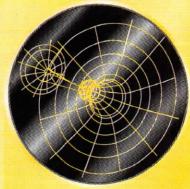


▶ Natural beauty does not abound on Quarra, but the cityscapes are aesthetically pleasing.



▶ The major city on Quarra is highly industrialized, and has many factories.



SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 29L

SPACE
PHENOMENA

'SHATTERED' ANOMALY

A chrono-kinetic surge fractures the *U.S.S. Voyager NCC-74656* into 37 distinct time periods in 2377, creating a mighty headache for Commander Chakotay as he attempts to bring the starship back into temporal sync.

One aspect of the *U.S.S. Voyager NCC-74656* seems to frequently cause headaches for the crew: the time paradox. One late example on the starship's journey home through the **Delta Quadrant**, in 2377, occurs as a result of a **chrono-kinetic surge** generated by a spatial rift.

The threads of time

The rift resembles a roiling storm cloud hanging in space. It emits high levels of **neutrinos** and **chronotons**, and fiery tendrils lash passing objects like lightning bolts attracted to a conductor. Contact with these spidery

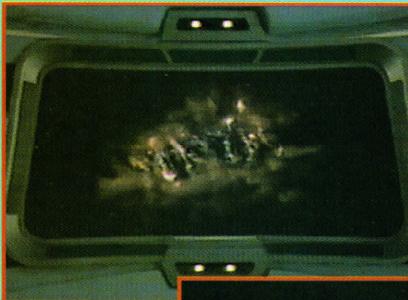
energy tentacles has dire consequences for the **Federation** vessel. The **inertial dampers** overload and the **warp core** destabilizes, leading to a loss of containment. The whole of the beleaguered ship warps and fluxes as the space-time continuum shatters.

Voyager is fractured into 37 different time periods. **Commander Chakotay** is the one common element in each temporal fracture, as a result of his being injured in engineering during the encounter, and prescribed a chronoton-based serum by the **Doctor**. The serum is intended to bring his body, which is in a state of

temporal flux, back into alignment, but it also allows him to cross from one time period to another. Chakotay has the advantage of seeing through the portals joining the zones, which are otherwise invisible until someone or something passes through them.

Revisiting the pasts

Chakotay takes a **hypospray**, injects the skeptical **Captain Kathryn Janeway** from the 2371 zone, and forces her to move through different time periods with him. It is a difficult personal journey, as well as one fraught with danger, because Chakotay must convince the captain to trust him, even though



The crew of **VOYAGER** stare in wonder at the nebula, unaware that it will fracture the space-time continuum into bits.



The many time zones aboard **VOYAGER** are briefly explained to Janeway by Chakotay in the **Astrometrics Lab**.

TIME ZONES 2371-2373



Start of 2371

The bridge exists in a period during the *U.S.S. Voyager NCC-74656*'s first mission. The confused **Chakotay** finds himself under arrest when **Captain Janeway** proves understandably skeptical at his story of temporal displacement, even though her own helmsman disappeared when she walked down the corridor. He is detained in the brig under suspicion of being a saboteur.

2371



Early 2371

The crew of **Chakotay**'s vessel are held in one of the **transporter** rooms, pending their debriefing, just after the destruction of the **Caretaker's Array**. The fuming **B'Elanna Torres** finds Chakotay's apparent complicity with **Janeway** and the reasons behind it difficult to believe, but she is persuaded to let the pair finish their work.

2372 2373

Start of 2371
Chakotay later returns to the bridge with a **hypospray** to inoculate **Janeway** with the **chronoton serum**, and give her passage through the different time periods. His story is given credence by his easy escape, and the fact that he knows so much about Janeway's background.



Late 2372

Engineering is located in the dangerous period when the **Kazon Nistrim**, and the turncoat **Seska** seize control of *Voyager* for a short time. Seska is as skeptical as **Janeway** was of **Chakotay**'s story, so he spins a more plausible lie and seizes the opportunity to set off a coolant breach. He escapes through a portal on the upper level, alerting Seska to the fact that he may have been telling the truth.



he is an unknown quantity to her.

The solution to the temporal fractures is provided by the fully **Borg Seven of Nine**, from the time period during the shaky alliance between *Voyager* and the **Borg collective**. She suggests employing technology that allows all parts of a **Borg cube** to stay in temporal synchronicity during passage through a



The Guide to the STAR TREK Galaxy

FILE 5 CARD 29L



'SHATTERED' ANOMALY

transwarp corridor, whereby a chronoton field is generated by specially-designed conduits, and projected throughout the vessel to alleviate the temporal stresses.

The conduits are simulated throughout *Voyager* by injecting the ship's **bio-neural circuitry** with the same serum that allows Chakotay and Janeway to move freely

between the zones. The aim is to return the vessel to the moment of the original chrono-kinetic surge, where Chakotay can reset the **deflector polarity**, and bring the

entire ship back into sync.

The commander and Janeway succeed – with a little help from crew members across the different time zones – in triggering the realignment. Stubborn interference from the traitor **Seska** and her **Kazon** cohorts from that time period notwithstanding, it is another victory for a crew seasoned in tackling temporal anomalies.

TIME ZONES 2373-2374

Early 2373

Chakotay returns to explain the situation, and asks for **Seska**'s help – putting the situation right is in both of their interests. She realizes that the **Starfleet** crew must regain control of *Voyager* at some point, and she plans to recalibrate the **chrono-kinetic pulse** to bring the ship into sync with her time frame. The attempt fails when engineering is overrun by crew members from other time periods.



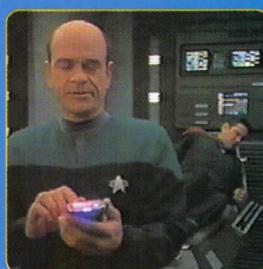
Mid-2373

One corridor with a gel pack access point exists when *Voyager* was infested by macroviruses. One of the oversized germs attacks **Janeway** and **Chakotay**.



2373

2374



Unspecified pre-2373

Chakotay initially wakes up in this time frame, which encompasses sickbay. The **EMH** is unable to make contact with anyone on the bridge, and cannot investigate personally as he does not yet have his **mobile emitter**. This is Chakotay's first clue that something serious has happened. The commander later enlists the **Doctor's** help to try and unravel the situation.



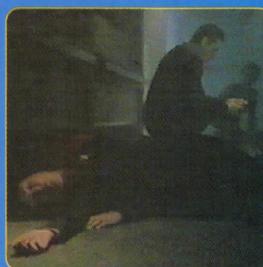
Late 2373/early 2374

Cargo Bay 2's time period is during **Janeway's** short-lived treaty with the **Borg**, when it was converted into an operational center to interact with the collective. **Seven of Nine**, still a **Borg drone**, understands the implications of the temporal fractures, and she suggests a possible remedy to **Chakotay** and **Janeway**.

TIME ZONES 2374-2394

Mid-2374/mid-2375

This time period exists in the corridor outside **Astrometrics**. The ship is at red alert, there is an active **neurogenic field**, and crew members lay unconscious. **Chakotay** speculates that it could be the day in mid-2375 that the **telepathic pitcher plant** placed the crew in comas, or the time the previous year that the dream species invaded the crew's dreams.



Mid-2377

The mess hall – occupying **Chakotay's** own present – is used by **Paris** to treat crew members who suffered radiation poisoning when the **EPS relays** overloaded in the collision with the anomaly. The badly-injured **Tuvok** dies despite his ministrations.



2374

2375

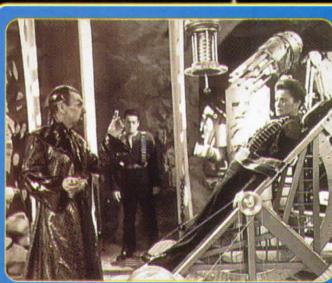
2377

2394

Circa 2375

One of the **holodecks** occupies a point in 2375 when **Lt. Tom Paris** is running '**The Adventures of Captain Proton**' holonovel. **Chakotay** and **Janeway** – otherwise known as **Arachnia, Queen of the Spider People** – are captured by **Dr. Chaotica** in the monochromatic tunnels beneath his **Fortress of Doom**.

The evil genius threatens his runaway bride with a horrible death, but she manages to trick him into believing that the **bio-neural gel pack** behind a concealed panel is actually sabotage by aliens from the **8th dimension**. He is manipulated into injecting the gel pack, then releasing the officers so that they may "grind their enemies into dust."



2394

The **Astrometrics Lab** is located some 17 years into the future, where the adult **Ichabed** and **Naomi Wildman** are on duty. They are amazed to meet **Chakotay** and **Janeway**, whom they believe died in 2377. They fill in some of the blanks regarding **Voyager's** predicament, using future sensor modifications.





THE UNITED FEDERATION
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The Guide to the STAR TREK Galaxy

FILE 7

CARD 1F



THE UNITED FEDERATION
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FEDERATION SAN FRANCISCO HEADQUARTERS

San Francisco is one of the most important locations throughout the United Federation of Planets, as it is home to both the Federation Headquarters, and Starfleet Command.

The offices of the **Federation Council**, the main legislative body of the **United Federation of Planets**, are located in San Francisco on Earth. A cluster of Federation buildings overlook San Francisco bay, with the famous Golden Gate Bridge looming close to the large concrete walkway/runway that encircles the Federation compound; **Starfleet Headquarters** and **Starfleet Command** are also based here. The main building, a massive three-tiered construction, is distinguished by a large circular Federation insignia and title printed onto the exterior.

Metropolitan paradise

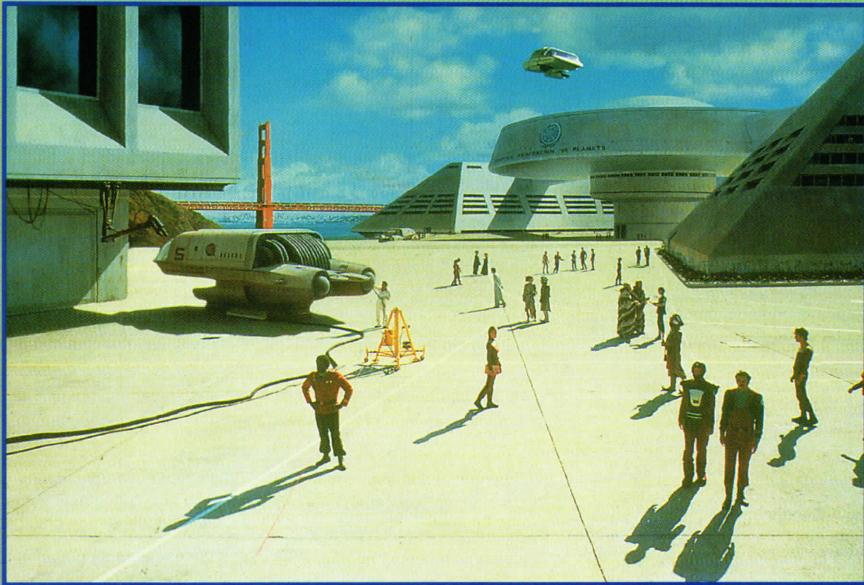
Small transport vessels ferrying visitors, dignitaries, and **Starfleet** personnel to and from the mainland can be seen gliding over the bay's sun-kissed waters, touching-down on the ground alongside any pedestrians who choose to walk between the different Federation and Starfleet buildings. The transports' landing points are marked out only by discreet yellow strips, while small beds of greenery at the base of the nearby buildings go some way toward diffusing the otherwise essentially gray and featureless design scheme. During ordinary, day-to-day operations, the overall mood is sober and

business-like, reflecting the Federation's own seriousness of purpose.

A functional attitude to design matters can also be discerned in the look of the Federation Council's main conference chamber, where important Federation legislation is passed, and diplomatic problems discussed. The chamber is essentially a long and narrow room, with three rows of seating running alongside both the left and right sides. These seats incline upward, and are contained within a sleek, silver terrace; they are illuminated by strip lighting embedded in the top rail of each row of seats. Unobtrusive lamps set into all the walls provide further lighting; they can be dimmed or raised according to circumstance. When the council is in session, member races from different corners of the Federation sit comfortably side-by-side, catching up with old friends and colleagues, or discussing in hushed tones the business of the day.

Chamber access

The chamber can be accessed from two different places. Firstly there is a main front entrance that is guarded by two security officers, and which leads onto three descending steps that reach down to the central strip of shiny black floor. Two small decorative

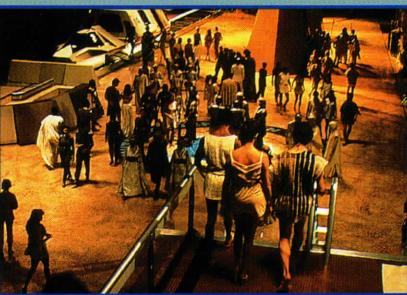


objects on either side of the entrance are the only significant items of décor in this area. In addition, there is a corridor leading off from the right-hand side of the room's rear conference platform. Two wall alcoves, housing a simple desk and light, are conveniently located at the edge of the platform.

On this rear raised platform rests the Federation President's

The Federation Headquarters are located in the city of San Francisco, overlooking the historic Golden Gate Bridge. Numerous personnel and support craft are often to be found in this area.

Starfleet officers and Federation personnel are able to gain quick access to the Federation Headquarters via the efficient AIR TRAM network.



MEETING CHAMBERS

Final Mission

In 2293, Captain Kirk and his senior staff return to San Francisco to receive the orders for their final mission aboard the *U.S.S. Enterprise NCC-1701-A*. This confidential briefing, which covers matters involving Chancellor Gorkon's unprecedented peace overtures with the Federation, is conducted in a darkened meeting hall. A large oval table is situated at the center of the room at which the crew, and senior members of Starfleet are seated. Each position around the table features a small light to provide private illumination for individual personnel. A podium is located toward the front of the room for a speaker to conduct briefings, and behind this is located a large Starfleet emblem which dominates the wall.



Captain Spock conducts the briefing that leads to Captain James T. Kirk's last mission as the commanding officer of the *U.S.S. ENTERPRISE NCC-1701-A*. The meeting room is filled with senior personnel, including Starfleet's chief in command.

GALAXY FACTS

Highly regarded Federation officials such as Ambassador Sarek are allowed access to the emergency command room during times of crisis.

Dr. Gillian Taylor, a civilian from the 20th century, is allowed to be present at the trial of Admiral James T. Kirk in the Federation Council Chambers.

podium; three large chairs for other Federation Council members also sit here when the chamber's large viewscreen is not in use. This viewscreen, which dominates the room's entire rear wall, may on occasion be supplemented by audio-only broadcasts and replays. The viewscreen disappears from sight when inactive, giving way to another light-gray wall with a red stripe down the middle and a circular Federation logo in the center.

For all to see

When a Federation member addresses the entire chamber, they stand on this rear platform and present their argument to the assembled delegates. To focus attention, the lights may be dimmed and the speaker picked out by a single sharp white spotlight, which also projects a small insignia representing the speaker's race or group. In 2286, for example, a Klingon ambassador angrily petitions the Federation Council to indict Admiral James T. Kirk for crimes against the Klingon Empire during the Genesis Planet.



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FEDERATION SAN FRANCISCO HEADQUARTERS



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The vast facility provides a clear view across San Francisco bay. It stands alongside the towering form of the Golden Gate Bridge.



The Federation Council Chambers provide seating for representatives of every member race, and a podium for the President.



incident. In this instance, the chamber's subdued lighting chillingly enhances the vehemence of the Klingon's presentation. Given the Federation President's privileged position at the heart of any debate in this room, the Council's bureaucratic and spatial organization often recalls Earth's ancient Roman senates.

In the same year, the Federation Council is presented with a challenge even greater than potential conflict with the Klingons, as a probe of unknown origin wreaks havoc with Earth's ecosphere while attempting to make contact with an extinct species of whale. The Federation's full technological resources are put into action, and during the crisis the focus of emergency operations becomes a large communications room with a glorious view of San Francisco bay.

The window that presents this view is visible as soon as one enters the room through a set of sliding red doors marked with the number 02. The window is illuminated by small panel lighting in its frame, and is by far the dominant feature of the room's left-hand side. During the *Cetacean Probe* crisis, the window is shattered when violent tidal waves rise up from the bay, sending shards of glass flying through the air. A group of technicians are thankfully on hand to quickly contain the damage.

The rest of the

communications room is dominated by an impressive array of equipment and workstations. Reports of the probe's activities are gathered and analyzed here, its course is mapped, and status reports from Federation vessels such as the *U.S.S. Yorktown NCC-1717* are relayed back to the anxious Federation President and his senior advisors, including **Admiral Cartwright**.

The room's circular right-hand wall is covered with viewscreens of varying sizes; in front of them are a number of chairs and monitors,

manned by a dedicated team of Starfleet officers who often have to wear communications headsets while carrying out their duties. They work under small spotlights that do not interfere with any of the room's visual displays.

A large communications desk sits on another raised platform in the center of the

room, operated by two Starfleet personnel sitting facing each other. Once again a variety of reports and messages are collated here, and passed on to the Federation President. As the probe crisis deepens, the President is able to send out a last distress call warning vessels not to approach Earth's atmosphere.

Trial in chambers

Disaster is ultimately averted by Admiral Kirk and the former crew of the *U.S.S. Enterprise NCC-1701*, who undertake a daring time travel mission to retrieve two whales capable of communicating with the probe. After the Federation Council offices step down from emergency conditions, Kirk and his crew are brought before the President to face charges of conspiracy, assault, theft, sabotage, and willful destruction – infractions all

committed during the crew's successful attempt to reunite the mind and body of their **Vulcan** colleague **Captain Spock** in 2285. In recognition of the crew's outstanding contribution to the Federation, the President summarily dismisses most of the charges, although he decrees that Kirk's deliberate disobeying of direct orders cannot go unpunished. The admiral is demoted to captain, and once again given charge of a new vessel bearing the name *Enterprise* – the *U.S.S. Enterprise NCC-1701-A*.

Kirk could not have wished for a

happier outcome.

This judgment is typical of the Federation Council's wise and even-handed deliberations, and is greeted with great approval by the delegates assembled in the council chambers to hear the verdict. Justice has been seen to have been done, and the council's duty to the ideals and aspirations of the Federation has once again been preserved.

WHEN BREEN ATTACK

San Francisco decimated

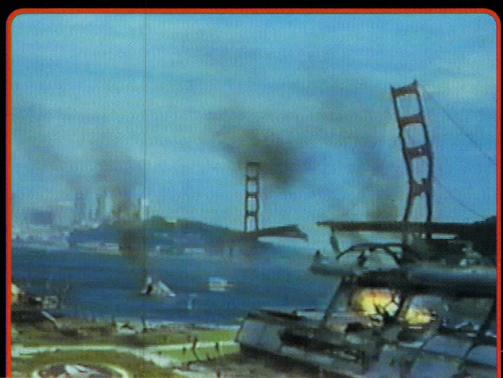
The city of San Francisco maintains its position at the very heart of the Federation even in the 24th century. It is this prominence, however, that makes it a powerful target for an attack by the Breen, trusted allies of the Dominion, in late 2375.

The Breen attack without warning, and cause severe damage to the Federation complex and the surrounding area before retreating. Even the historic Golden Gate bridge suffers; it is left a twisted shadow of its former self.

Plumes of smoke rise above the city of San Francisco after the Breen strike. The region is devastated, and many people are listed as casualties of this surprise attack.



During the *CETACEAN PROBE* crisis of 2286, the President retreats to an emergency command facility from where he can monitor the catastrophic events as they unfold.





SHIP:

U.S.S. ENTERPRISE NCC-1701-E

SYSTEM:

CAPTAIN'S YACHT

LOCATION:

BRIDGE

The comfortable bridge of the *captain's yacht* perfectly illustrates this vessel's role as an accommodating ship for diplomatic missions. In 2375, however, it is used for a more daring raid against the *Son'a Mission Scout Ship*.

The *captain's yacht* is a small, highly maneuverable and elegant vessel originally employed by old Earth naval captains for their private use during a voyage. Such a vessel is reintroduced in the design of the *Galaxy*-class starships in 2363, and later incorporated into the *Sovereign*-class **U.S.S. Enterprise NCC-1701-E** in 2372. The primary function of the *captain's yacht* is diplomatic, with the captain using the ship to ferry or escort ambassadors and representatives of **Federation** member planets as well as non-aligned worlds. The yacht's sleek design and elegant exterior lines are mirrored within the well-appointed interior, allowing its passengers to travel in comfort and style to their destinations while maintaining relatively close contact with the captain and crew, thus providing an official yet informal environment that is both encouraged and valued by **Starfleet Command** during high-profile missions.

Ready for action

The *captain's yacht* is moored on the underside of the **saucer section**, and is entered through a large hatch built into the upper side of the angled rear of the vessel. This hatch opens inward, forming a ramp from the small access corridor located on the lowest primary hull deck of the *Enterprise*'s interior directly behind it. This is wide enough to allow a number of people to enter the vessel at the same time, adding to the overall feeling of spaciousness inside the yacht's main corridor, and the ability for the ship to accommodate at least five people in comfort. Additionally, the interior has been designed with enough room to store a large number of provisions and equipment for the crew, distinguished guests, and the captain.

The main corridor runs the entire length of the vessel up to the narrow double entrance doors that open out into the compact cockpit

The bridge of the CAPTAIN'S YACHT features two comfortably upholstered chairs located at the front of the cabin – much like a larger shuttlecraft.



in the nose of the ship, with the stern section comprising a number of dark gray bulkheads and storage hatches which combine functionality with a clean and official styling. The yacht has a **transporter** located within the central hull that can be used for emergency beam-out, or a controlled simultaneous transport, as used by **Lt. Commander Worf** during attempts to prevent the **Son'a**'s destruction of the **Ba'ku colony world** in 2375. Illumination throughout the main section of the yacht is quite muted, with only a small number of blue and white gridded wall lights and the occasional computer display built into the bulkheads to light the way. The decking toward the rear of the vessel is made up of bare metallic ribbed plates, but the deeper interior of the ship includes standard Starfleet carpeting over the deck plates providing an additional degree of comfort for the occupants.

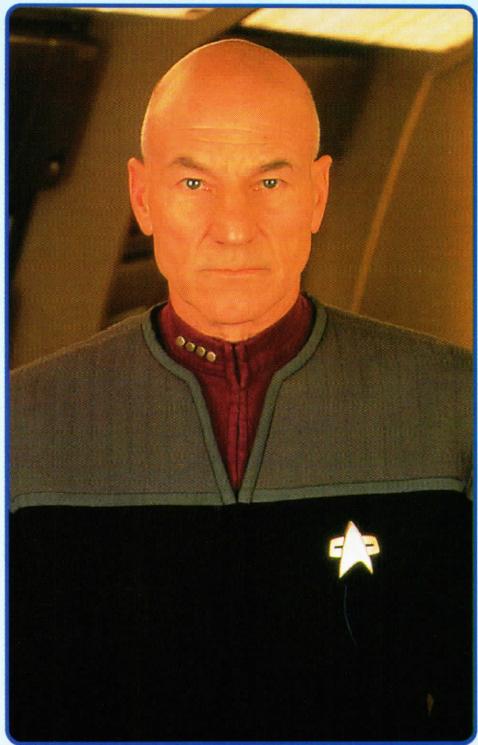
Accommodating interior

The total crew capacity of the *captain's yacht* varies according to the nature of its mission, potentially increasing with the perceived importance of the passengers that are being transported. The low-ceilinged cockpit has seating for six personnel, although a full complement would make this command area quite crowded. The flexibility of the yacht's design allows for a single pilot occupant to operate the vessel from the port seat located behind the primary control panels at the front of the ship, with a number of controls within easy reach of this position. The seat to the right suggests a copilot is usually assigned to operate the vessel, although **Lt. Commander Data** has the ability to launch an attack on the **Son'a** while also negotiating the transport of Worf and piloting the ship at the same time.

The interior bulkhead walls of the cockpit are constructed from a number of smooth molded light colored panels that angle upward and



The windows situated at the front of the cabin provide an expansive view of the surrounding region of space for the crew members piloting the vessel.



The CAPTAIN'S YACHT aboard the U.S.S. ENTERPRISE NCC-1701-E plays a pivotal role in Captain Jean-Luc Picard's unauthorized mission to protect the Ba'ku from the Federation-Son'a team determined to remove them from their colony world.



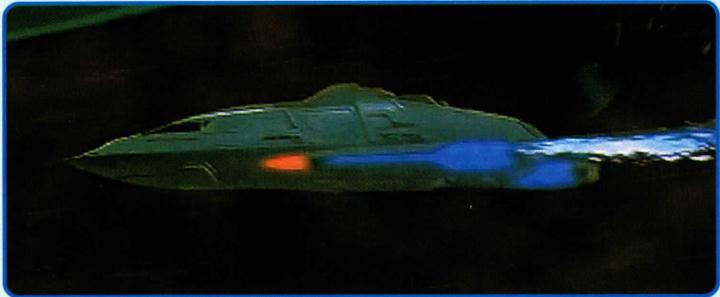
The CAPTAIN'S YACHT suffers severe damage as it retreats from its attack against the SON'A MISSION SCOUT SHIP under the command of Lt. Commander Data.

The lighting in the cabin is somewhat subdued during Lt. Commander Data's mission aboard the CAPTAIN'S YACHT in 2375; his android physiology can compensate for this, however.





FILE 26 U.S.S. ENTERPRISE NCC-1701-E



inward forming a ceiling the same shape as the yacht's gently curving upper hull. Twin hydraulically operated doors located in the middle of the rear separating bulkhead close to isolate the cockpit from the rest of the ship, and also act as an airtight barrier in cases of explosive decompression within the small bridge. Located on the left and right of the doorway are two long vertical wall lamps consisting of three small rectangular lenses that illuminate the doorway and the rear of the cockpit. Illumination within the cockpit is at a similarly muted low level as the rest of the vessel's interior, with additional lighting provided by a number of diffuse white glowing panels built into the upper angled support buttresses of the ceiling and a number of floor-level panels running along the bottom of the port and starboard control station access hatches.

Familiar controls

Running alongside the short space between the rear bulkhead and the forward buttresses supporting the port and starboard windows are two small workstations. These feature standard Starfleet touch-sensitive controls, and are designed to be operated from a seated position, facilitating the need for two low-backed padded black chairs that are permanently fixed in front of the downwardly angled control surfaces via single support columns. Built into the sloping walls in front of the workstations are a number of rectangular readout displays that deliver constantly updated information on the ship's systems; while these stations provide additional monitoring and control of the yacht's systems, their functionality can be transferred to the forward pilot's position and do not require permanent manning for the yacht to operate.

The large, high-backed heavily upholstered pilot and copilot seats are positioned adjacent to each other, and face forward through the expansive, downwardly angled cockpit window. The forward view from both of these positions is excellent, allowing the pilot an unobstructed view of space or the atmosphere of a world during landing and take off from a planet's surface. The narrow port and starboard windows provide an even wider angle of view, providing a high degree of visual information in addition to the flight control data presented on the wide sloping interface running along the width of the pilot and copilot's stations. Built into the underside leading edge of their controls are a number of rectangular sectional lights that flash red when an emergency situation is declared, with similar red bars along the middle of the port and starboard walls casting a red glow within the interior.

► The Son'a score several direct hits against the CAPTAIN'S YACHT. As the only officer aboard, Data must coordinate the damaged systems.



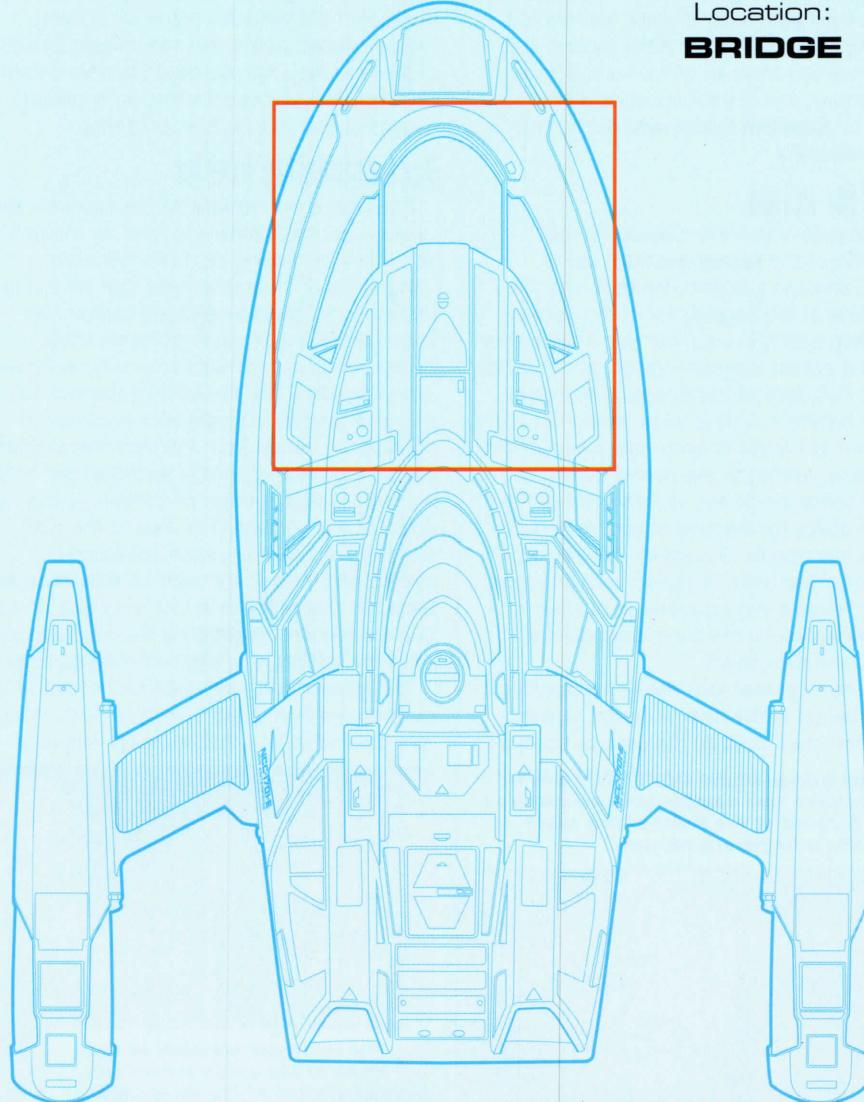
► An exploding console on the starboard side of the bridge showers the cabin in sparks, while acrid smoke spews out of the damaged workstation interface.

► The interior of the CAPTAIN'S YACHT is illuminated by a vibrant crimson strip during hazardous situations where the ship is under red alert.



► The CAPTAIN'S YACHT also features a spacious cargo area to store bulky items. Captain Picard stashes a number of weapons supplies here in 2375.

Location:
BRIDGE





FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:

U.S.S. VOYAGER NCC-74656

TYPE:

IN CONTACT WITH THE ALPHA QUADRANT

The Pathfinder Project is set up to locate and make contact with the *U.S.S. Voyager NCC-74656*, a solitary starship making the long, lonely journey back to Earth. Months of research and vast amounts of resources finally payoff in 2376.

Word of the survival of the 'lost' starship *U.S.S. Voyager NCC-74656* reaches the Alpha Quadrant in mid-2374. Starfleet quickly mounts a concerted effort to establish contact with the most far-flung vessel in the fleet, and perhaps find a way of expediting its journey home. This is known as the **Pathfinder Project**.

Voyager's initial contact with the **Federation** takes place when the ship's **Emergency Medical Hologram** is transferred to the experimental vessel *U.S.S. Prometheus NX-59650* in the Alpha Quadrant. This is made possible by a network of alien relay stations claimed by the **Hirogen**, and spanning much of the Galaxy. The message the **Doctor** brings

back with him is that Starfleet has not yet developed a technology that can bring *Voyager* home, but they will redouble their efforts in that direction. More importantly, the crew is no longer alone.

Pathfinder is the result of Starfleet's industry: a high-profile program dedicated to establishing two-way communication with *Voyager*. Its existence and goals are known to senior officers throughout Starfleet, many of whom undoubtedly follow its progress with great interest. At least a dozen people are part of the team, which is headed by **Commander Peter Harkins** who draws his talented think tank from all over Starfleet.

Researching returns

The project is based at Starfleet's **Communications Research Center** on Earth. This is a cavernous work space with sophisticated research facilities and direct access to astronomical and communications equipment in deep space. The **MIDAS Array** – a loose acronym for **Mutara Interdimensional Deep Space Transponder Array** – is at their disposal, as are exact holographic replicas of *Voyager* and its crew. The details are apparently based on the report made by the ship's **EMH** while he was in the Alpha Quadrant, but minor errors still creep in. The **Maquis** absorbed into the crew, for example, still wear their Maquis uniforms in the Starfleet holoprograms.

The Pathfinder team also discern *Voyager*'s current position from the coordinates given to them by the Doctor. They extrapolate a range of likely trajectories from these. The assumptions include that *Voyager* is still on a course to Earth, and traveling at an average warp speed of 6.2, and also account for various astronomical obstacles. It can be reasonably assumed from this that *Voyager* is in one of three sectors in the **Delta Quadrant**.

Harkins and his colleagues work with the **Vulcans** to deploy the **MIDAS Array** as needed. One of their first working theories is to use it to send signals at revolutionary **hyper-subspace** speeds. This would effectively mean that *Voyager* could receive a communication within days that would otherwise take years to reach its destination. This remains in the testing phase after many frustrating months of work, however.

A major drawback with this route is that it would only be possible to send data; Starfleet would have to hope that the *Voyager* crew could develop a way to return the 'call' on their own. This problem also undermines the effectiveness of a **transwarp** probe – a concept on which the team spends six months before abandoning it.



▲ Lt. Commander Reginald Barclay is passionate about the Pathfinder Project, and bringing the *VOYAGER* crew home.



► A project as important as Pathfinder is a tough job to handle, and Commander Peter Harkins has his hands full.



▲ The Doctor is the first to make contact with the Alpha Quadrant when he speaks with EMH Mark II in 2374.



▲ Captain Kathryn Janeway and Commander Chakotay discuss who they will first correspond with at home.



▲ The Pathfinder Project headquarters are in the Starfleet Communications Research Center on Earth.

Lt. Reginald Barclay is responsible for the most promising breakthrough in the Pathfinder program. His intriguing idea involves directing a **tachyon beam** at a **Class-B** itinerant pulsar, thereby producing enough **gravimetric energy** to create an **artificial singularity**. This would circumvent the issue of *Voyager* being unable to respond by creating a stable link for a short period of time.

Leveling the odds

The chance to prove what is ultimately still a theory comes when the Federation's interstellar phenomena forecasts predict that the necessary type of pulsar will pass within four billion kilometers of the **MIDAS Array** some time in mid-2376. Barclay makes a further breakthrough at the same time: he realizes that if a message's data stream can be compressed, all that would be needed is a **micro-wormhole**.

The lieutenant's dogged determination that





FILE 29 U.S.S. VOYAGER NCC-74656



▲ Commander Peter Harkins and Admiral Paris look down from above as Lt. Reginald Barclay does a poor job of elucidating his radical theories on rescuing VOYAGER.



▲ Admiral Paris listens intently as Barclay pleads his case for his continued participation in the project. Reg has disregarded the chain of command, and has gone over Harkins.



▲ Reg continues his efforts to convince his superior Commander Harkins that his research is sound, and the project will work.

his refined theory is workable, together with some frankly criminal efforts to put it into action, makes contact with *Voyager* a reality. He creates the micro-wormhole necessary to conduct a message into the Delta Quadrant by aligning the *MIDAS* Array with the Class-B pulsar and creating a 60 terawatt tachyon surge. He compensates for gravimetric interference by applying a narrow band filter to the transponder signal, and adjusts the phase alignment to direct the wormhole's trajectory to the Delta Quadrant grid through which *Voyager* is believed to be passing. He then transmits an audio message on

Starfleet's emergency channel – the most likely frequency to be picked up by *Voyager*.

His first attempts are unsuccessful, but a message sent to **Sector 3658 in Grid 10** strikes gold. **Captain Kathryn Janeway** is stunned to receive a message from **Starfleet Command**, in the person of Reg Barclay. She quickly responds – and the Pathfinder Project reaches its first crucial goal as two-way communication between Earth and *Voyager* is established for precious minutes. The starship's logs, crew reports, and navigational records are transmitted home, and *Voyager* receives the latest data on the mooted hyper-subspace technology, together with recommended modifications for the ship's comm system.

Communication breakdown

The micro-wormhole collapses at a rate of 0.2 percent per second, giving the crew only a brief moment of contact with home – but it is enough to raise everyone's hopes, and gladden the hearts of an entire world. Both sides remain extremely busy on the project, and some months later Starfleet is on the verge of a regular communications link with *Voyager*.

The Pathfinder team, building on Barclay's theories, use a cyclical pulsar to amplify signals from the *MIDAS* Array, enabling them to send a short burst of information to *Voyager*. The compressed data stream message put together by Starfleet includes tactical updates, personal letters from the crew's friends and families, and news about the Alpha Quadrant. It arrives at the other end badly degraded, but salvageable.

Letters home

The pulsar's cycle only peaks once every 32 days, but Janeway and her crew have approximately 17 hours to put together and send a response. The intention is for the crew to write back home, in addition to official business, but the first 'return mail' is given over to the EMH. He receives news of a terminal illness afflicting his creator, **Dr. Lewis Zimmerman**, and he requests that his program be transmitted to the Alpha Quadrant to attempt to find a cure using the many new techniques he has developed in the Delta Quadrant.

His sojourn is a success, much as Pathfinder is a success. There is still much work to do – but thanks to the Pathfinder Project, *Voyager* is back in the loop.



▲ After being suspended from the Pathfinder Project, Reg breaks into the lab to continue his work. He will not be dissuaded.



▲ The MIDAS ARRAY is activated for the first time. Starfleet's research and work has paid off, and the communications device makes contact.



▲ Contact is at last made with the U.S.S. VOYAGER NCC-74656 in the Delta Quadrant. Differences are forgotten, and celebrations ensue.



▲ Seven of Nine sorts the plethora of mail received to distribute to the VOYAGER crew. Six years have passed since their last contact with home.



▲ The Doctor is introduced to Reg Barclay when he travels to treat his creator, Dr. Lewis Zimmerman. It is an exciting and fulfilling experience for both.

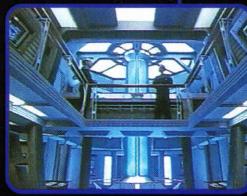
OBSESSION

Persistence pays dividends

Lt. Barclay's ideas are dismissed by his superior officers as a pipe dream after initial research does not look promising. The MIDAS Array in particular is a valuable resource that cannot be devoted indefinitely to the efforts of the Pathfinder Project team. Barclay refuses to give up, however. He spends many hours in the holodeck at Starfleet Command, running simulations that bring him ever closer to a breakthrough. His refinements include boosting the gain on *Voyager*'s transceiver by 20 percent.

Friends

Lt. Reginald Barclay spends most of his free time with his holographic friends like Lt. Tom Paris.



A replicated ship

Reg creates an entire holographic U.S.S. VOYAGER NCC-74656 in which to wander, research, and ruminate.

Nog: Ferengi in Conflict

Nog is the first Ferengi to join Starfleet. He sees action sooner than he might have expected when the Dominion war breaks out in 2373, and he quickly matures in the face of the constant danger he experiences.

Nog has the honor of being the first Ferengi to petition for entry into Starfleet Academy. He does so with the support of Captain Benjamin Sisko of *Deep Space Nine*, and he works very hard to prove himself.

He is thrown into active duty at the end of 2373, when hostilities ignite between the powers of the Dominion and the Alpha Quadrant. Caught in the thick of things during his field training on Deep Space Nine, Nog has been a conscientious cadet, and enjoys the benefit of a wide support network of superior officers.

As the Dominion attacks,

Starfleet officer
Nog is a role model for other Ferengi who choose to pursue a career in Starfleet.

the outbreak of war changes everything; even Nog admits that this was probably not what the academy had in mind for its trainees. He is assigned to the helm aboard the *U.S.S. Defiant NX-74205*, and he speaks for all when he says that they will make the Dominion regret ever entering the Alpha Quadrant.

Learning on the job

Nog acquires himself well, though his lack of experience shows in occasional moments of panic. He gets very nervous when heading into life-or-death situations, and he can be a voice of doom among the crew. He is happiest on convoy duty because it is a lot safer than being on the front line – an admission that lands him in trouble with the surly Lt.

Commander Worf. It is not that he is afraid to fight; he simply does not want to die.

His fretting elicits different reactions from different people: Worf

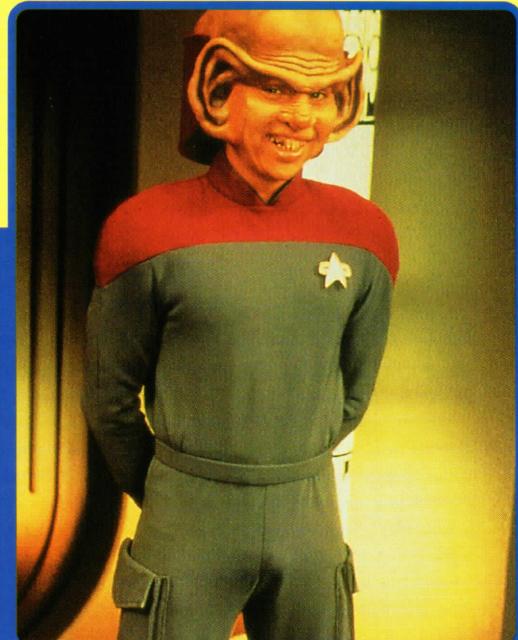
PROFILE OF A VETERAN

NAME: Nog

LIFE FORM: Ferengi male

STATUS: Cadet, *U.S.S. Defiant NX-74205*. Promoted to ensign in 2374. Recommendation to promotion of lieutenant in 2375.

REMARKS: The Dominion war leads Nog through a series of postings from helmsman to chief engineer; he gains indispensable experience.



Prior to his involvement in the Dominion war, Nog exhibits obvious pride in his Starfleet uniform. With experience, he grows more taciturn, and suffers from battle fatigue.

unhelpfully tells him that certain issues will only be a problem if he survives the current mission, whereas **Chief Miles O'Brien** does his best to put him at ease.

Nog's position as part of Sisko's bridge crew has him participating in many dangerous missions during the early stages of the war. In 2374, he joins the venture to destroy the Dominion's main storage

facility of **ketracel white** in the Alpha Quadrant, using a salvaged **Jem'Hadar Attack Ship**. He appears to be largely concerned with the absence of chairs on the bridge – but while his feet might prefer to be left behind, he is part and parcel of the team.

Captive of character

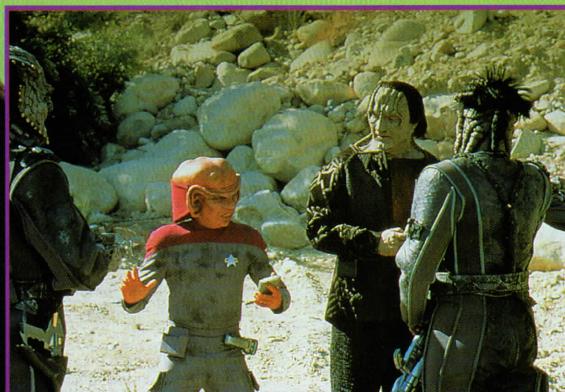
The mission succeeds against all odds, and Nog survives the ship's subsequent crash on a

watery planet where he remains stoic in the face of capture by a team of **Jem'Hadar** soldiers. He joins the *Defiant*'s victorious missions to destroy the Dominion's sensor array at the **Argolis Cluster**, and then leads the momentous charge to retake *Deep Space Nine*, and custody of the all-important **Bajoran wormhole**. He further takes the *Defiant* helm during the huge push to

FIRST FERENGI OFFICER

★ Fighting spirit

Nog shows no fear when he and Gul Dukat are taken prisoner by Jem'Hadar soldiers. His diminutive size does not deter him from taking an aggressive stance.



★ Nog is a natural

Nog grows into his Starfleet uniform, and all it represents during the turmoil of the Dominion war. He can adapt to almost any situation because of the experience he has gained.



Nog: Ferengi in Conflict

★ Family matters
Quark and Rom convince Nog to set aside his Starfleet principles.★ Rescue
Nog joins the team to rescue Quark and Rom's moogie from EPOK NOR.

seize the **Chin'toka System** at the end of 2374.

Acknowledgment of Nog's extraordinary service comes when he is made a fully-fledged commissioned ensign in early 2374. He takes his commission very seriously, and initially refuses to join his father and uncle's mission to rescue their **moogie – Ishka** – in mid-2374, on the basis that Starfleet officers cannot go running off on half-baked missions. His mind changes when he is given the post of strategic operations officer by **Quark**.

Trustworthy

Starfleet evidently places a lot of trust in its sole Ferengi officer. He is entrusted with delivery of an official diplomatic message from the **Federation Council** to **Grand Nagus Zek** toward the end of 2374. His **Runabout** is later attacked by enemy ships, but he remains calm and makes correct strategic decisions, such as fighting at impulse to give his vessel the edge in maneuverability.

He and **Jake Sisko** are rescued by the **U.S.S. Valiant NCC-74210**, a ship trapped behind the lines and crewed entirely by **Red Squad**.



★ Sense of duty
Nog does not desert his roots for Starfleet, and Ferengi culture continues to be a huge part of his life.

cadets. Nog lends his engineering skills to the young crew to correct a persistent engine problem. This impresses **Captain Tim Watters**, who promotes him to lieutenant commander, and makes him chief engineer. Nog is not sure he is ready for this responsibility, but he rises to the challenge. He displays immaturity, however, by going along with Watters in a foolhardy attack on a powerful new **Dominion Battleship**. The *Valiant* is destroyed, and Nog and Jake are among the few survivors.

Loyal soldier

Nog grows up a lot in a short time. He responds to his uncle Quark's allegations that the embittered soldiers on the besieged planet **AR-558** are not the Starfleet everyone knows and loves by commanding them as heroes. They have refused to surrender their lives, or principles in the face of adversity.

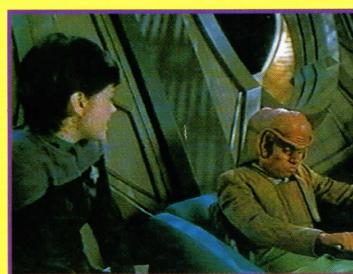
The young Ferengi becomes a hero himself when he is sent by Sisko on a hazardous scouting patrol because of his sharp hearing. He takes a **phaser** bolt in his leg while on assignment, which must be amputated. He is given a replacement synthetic limb, but the psychological ramifications are harder to treat. He becomes very introverted during his recuperation on **Starbase 235**, and takes to using a cane, even though all the scans show that his new leg should be working perfectly.

★ Lounge time
Nog spends much of his free time in the company of the hologram Vic Fontaine after he loses his leg. This is the only place he feels comfortable.

★ Fast friends
Jake and Nog argue as to the best course of action when aboard the **U.S.S. VALIANT**.

Nog loses himself in the **Vic Fontaine** holoprogram when he returns to *Deep Space Nine*, after becoming attached to Vic's rendition of 'I'll Be Seeing You' in the infirmary on AR-558. He eventually reveals to the hologram the source of his anguish: he was, if not happy, at least eager to test himself when the war began. He saw combat, he saw people die, but he never believed it would happen to him. Now it has been crushingly brought home to him that he is mortal.

Vic takes the difficult step of ending the program to force Nog to face reality again. The Ferengi must make the choice to go on. He stops limping, and returns to his friends and the war effort. He survives the subsequent rout of Starfleet by the **Breen** in the Chin'toka System,

★ Bravery in battle
Nog loses his leg in the battle on planet AR-558. He is left traumatized by the incident.★ Unsought counsel
Lt. Ezri Dax attempts to draw Nog out of his depression after the loss of his leg.

and he is part of the grim final push to end the war by taking **Cardassia Prime**.

Nog ends the war as a veteran four years after first joining Starfleet Academy – and he lives to see his father become the new grand nagus of **Ferenginar**.

"I've learnt a lot from you – and not just about engineering. You've shown me what it takes to be a good soldier." – Nog thanks Chief Miles O'Brien for his positive influence

SKILLS AND INSTINCT

Ensign and Ferengi

Nog may be a Starfleet officer, but he is a Ferengi first. He uses his Ferengi wiles to find unorthodox solutions, such as setting up a bartering process to locate a much-needed stabilizer for the **U.S.S. Defiant NX-74205**, and he gets his hands on some much-prized Saurian brandy for a celebration.



▲ Questions
The curious Nog continuously asks Chief Miles O'Brien for explanations.

◀ Mentor
Nog is a valuable addition to the engineering team and quickly earns O'Brien's respect.

FILE 52 BORG PERSONNEL

Icheb

Icheb is a living weapon who is assimilated by the Borg and then given a rare second chance at individuality. His guide on the challenging path back is **Seven of Nine**; his home is the **U.S.S. Voyager NCC-74656**.

Iverwhelming destiny plays a large role in **Icheb's** life from the moment of the boy's birth. It is intended that he save a civilization; instead, the needs of the one outweigh the needs of the many when he joins the select ranks of **Borg drones** reclaimed from the collective.

Icheb's exact birth date is unknown, but it is likely to be some time in the early 2370's. He was raised by apparently loving parents, **Leucon** and **Yifay**, on the agrarian **Brunali** homeworld, and by all accounts he was a happy and curious child. The society's progress is marred, however, by regular visitations from the **Borg**. The poignant story goes that young Icheb was assimilated during one of the attacks, when he

ventured out during the night to see a new fertilization array.

The truth is stranger than fiction. The Brunali are experts in genetic engineering, and Icheb was their master stroke. He was infected with a pathogen that would destroy the Borg, and offered as bait aboard a ship with a false engine signature of warp 9.8. The Brunali justify this cruel expediency as necessary for their people's survival.

Early bloomer

Icheb was duly captured and assimilated. He was placed in a **maturation chamber** aboard a **Borg cube**, along with other adolescent specimens, but the pathogen quickly did its work. The vessel and its occupants were decimated, leaving only those in maturation unaffected.

Icheb's accelerated

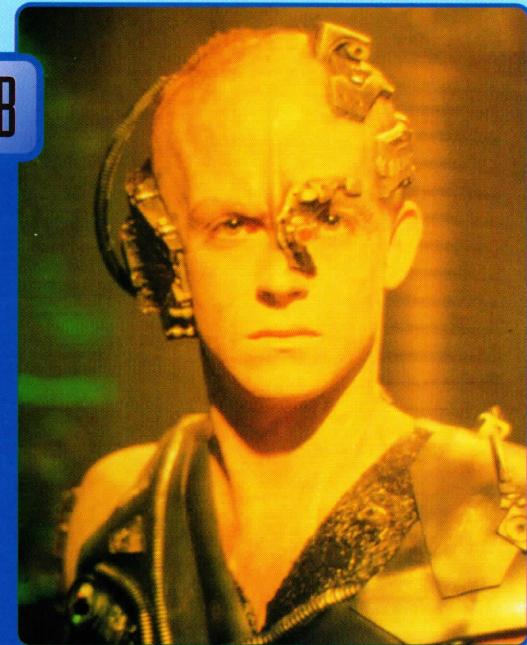
ASSIMILATED



Icheb is more mature than the other children, but he does not have the strongest leadership skills. He has a strong sense of individuality uncommon in Borg.



Icheb develops a strong bond with Seven of Nine. She becomes his mentor in many ways, and a role model.



Icheb is one of the few Borg drones fortunate enough to regain his individuality. He seizes the opportunity.

PROFILE ON ICHEB

NAME: Icheb

BORG DESIGNATION: Two of Five

LIFE FORM: Recovered male Brunali, formerly a Borg drone.

CHARACTERISTICS: Curious, rebellious, highly intelligent, and motivated.

REMARKS: Icheb was genetically engineered by his parents to be a living weapon against the Borg. He is released from the collective in an accident, and rescued and adopted by the crew of the **U.S.S. Voyager NCC-74656** in 2376.

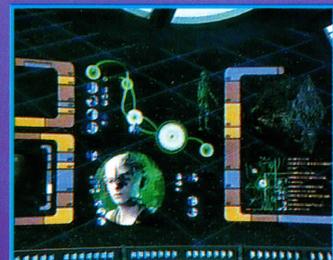
FIRST SEEN: 'Collective' [VOY]

development means he now has the body of a young man. He retains few memories of his previous life, though he remembers that his mother's hair was blonde, and that Icheb was his father's second name.

Malfunctions led several of the chambers to open prematurely, and Icheb was the first to exit. This made him the natural choice as leader of the small collective, but he proved unable to establish order. He was relegated to **Two of Five**. He, along with another humanoid teenager and three younger children – twins **Azan** and **Rebi**, and

a **Noridian** girl, **Mezoti** – attempt to pursue a typical Borg agenda, but they are too unfocused and ill-prepared. They do manage to capture **Commander Chakotay** and a **U.S.S. Voyager NCC-74656** away team aboard the **Delta Flyer** in 2376, but they are unable to prevail against **Voyager** itself.

Icheb is conspicuously more inquisitive and willing to help than the suspicious



A diagnostic display is used to devise a way of removing as much Borg technology from Icheb's physiology as possible.

OTHER CARDS IN THIS FILE...

3 THE BORG QUEEN

7 BORG CHILDREN

SEE OTHER FILES...

GUIDE TO THE GALAXY.....File 18
STAR TREK: VOYAGER.....File 71

Icheb



► **Icheb is congratulated by Captain Kathryn Janeway on his science project.**

▼ **Yifay and Leucon are surprised to see their son, Icheb, returned to them in 2376.**

► **Icheb's happy reunion with his family is short-lived. His parents drug him, and plan to return him to the collective.**



One of Five. He stands up to the authoritarian figure when the latter decides to kill **Seven of Nine**; the older boy is then killed in an explosion, and Icheb directs the rest of the children to evacuate the damaged *cube*. Their implants are mostly removed by *Voyager's Doctor*, and Seven salvages their assimilation files, supplying background such as their names.

Icheb is quite happy to remain

"Isn't that what people on this ship do? They help each other."

— Icheb develops the best of Starfleet principles through his life education aboard the U.S.S. *Voyager* NCC-74656

LOST CHILDHOOD

Familiar faces

Icheb finds the departure of Rebi, Azan, and Mezoti in early 2377 a difficult experience. He has formed an emotional attachment to the younger children during their time together on the U.S.S. *Voyager* NCC-74656, and he feels they have come to depend on him in many ways. He knows that they will all adapt, but it does not make the parting any easier.



► **Icheb is the last of the rescued Borg children on VOYAGER. He watches as his friends depart for their old lives.**



► **Icheb lies unconscious in sickbay after his traumatic sojourn on the Brunali homeworld. Captain Janeway listens with concern as the Doctor explains his condition.**

Icheb's dedication means he would rather work than regenerate, time he views as wasted. This brings him into occasional conflict with Seven, who attempts to keep the children on a strictly regimented schedule. He openly rebels against her system of punishments, like any teenager.

Icheb is just as susceptible to a good ghost story as any other adolescent. He is engrossed by a story told to the children by **Neelix** in late 2376, when they all gather in Cargo Bay 2 while the ship's main power is down. This is simply a means to keep the youngsters distracted, but their overactive imaginations and the fact that Deck 12, Section 42 has been off-limits to everyone except senior officers for some time, fuel the tension and small thrill of fear.

Icheb's attempts to remain casual throughout are a dismal failure, despite his rationalization that people should not allow themselves to be afraid, as it distracts them from accomplishing their goals. He offers ideas on how the story might turn out, and what the mysterious being at its center might be. In short, he hangs on Neelix's every word.

Icheb is not pleased when his own people eventually make contact with *Voyager* and the ship delivers him home. He feels the Brunali lack sufficiently advanced technology to allow him to

▼ **Icheb is enthralled by Neelix's ghost story, despite attempts to distinguish himself from the other children.**



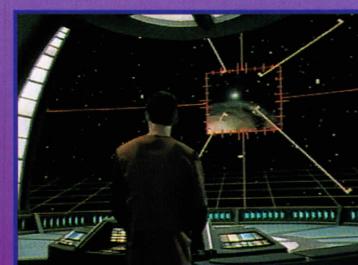
continue his studies, and he is evidently uncomfortable at meeting parents he does not remember, and whom he feels are irrelevant to his life now.

Chosen home

He starts to come around to the idea when Yifay prepares his favorite childhood dish for him. He realizes that his parents love him and can provide for him, even if the environment will be very different to *Voyager*. He begins to fit into the settlement, and he embraces a responsibility to stay and help rebuild his homeworld from the Borg attacks of the past.

It is all, sadly, a smokescreen. History repeats itself when Icheb's ruthless parents drug him and attempt to deliver him to the Borg once again. The *Voyager* crew save their adopted son in the nick of time, and Icheb finds it within himself to forgive his parents. He instead wonders if his people will be able to forgive him for their continuing dire situation.

Icheb does not let this emotional blow set him back. He looks for ever more challenging assignments, and he decides to sit for the **Starfleet** entrance exam, taking basic classes from **Lt. Commander Tuvok**, who was an instructor at **Starfleet Academy**. He loves his work in Astrometrics, but he feels he can pursue greater challenges – like the bridge.



► **Icheb feels most at home in the Astrometrics Lab. Here he can study the stars he never got to see as a Borg.**

FILE 47 BAJORAN PERSONNEL



Yarka

Following the signing of a recent peace treaty between Bajor and Cardassia, Vedek Yarka arrives on *Deep Space Nine* to warn the Emissary of an ancient prophecy that predicts the destruction of the Bajoran wormhole.

Yarka is a Bajoran male with a calm and pleasant nature surrounding him. He is approximately 50 years of age, and his kind face is outlined by a neatly trimmed beard that has begun to go gray. Yarka is introduced to **Commander Benjamin Sisko** by **Major Kira Nerys** as Vedek Yarka, but in fact he has had his title of vedek stripped from him two months earlier. This does not stop Yarka from seeking out the **Emissary** and expressing his concern regarding the upcoming deployment of a **subspace** relay in the **Gamma Quadrant**. With two **Cardassian** scientists on their way to **Deep Space Nine** to assist the station personnel on the pending experiment, Yarka announces with an utmost certainty that the arrival of the Cardassian scientists will bring destruction to everyone. Yarka continues to explain that what he is warning the Emissary about

has been foretold in ancient texts, and **Trakor's Third Prophecy** is about to come true. Yarka strongly believes in the ancient texts, interpreting the 3000 year old writings as certain truths; he is slightly disappointed when Kira doesn't remember one of the religious prophecies. Determined to convince the Emissary of the immediate danger, Yarka recites the prophecy that Trakor wrote when he first encountered the **Orb of Change**.

Ancient warning

Trakor's Third Prophecy states "When the river wakes, stirred once more to **Janir**'s side, three vipers will return to their nest in the sky. When the vipers try to peer through the temple gates, a sword will appear in the heavens, the temple will burn, and the gates will be cast open."

As Yarka recites the ancient text, Kira notes that the **Qui'al Dam** has been made operational and has begun to divert water to

PROFILE ON YARKA

NAME: Yarka

LIFE FORM: Bajoran male

STATUS: Former member of Bajor's Vedek Assembly. Yarka is forced to leave the assembly after he is accused of teachings at odds with the Bajoran faith.

REMARKS: Yarka is a staunch believer in the ancient prophecies of Trakor, and travels to *Deep Space Nine* in 2371 to support his views.

FIRST SEEN: 'Destiny' [DS9]



▲ Yarka has a somewhat regal appearance, with a piercing gaze and a neatly clipped beard. His faith in the Prophets is his greatest strength.

the ancient Bajoran city of Janir. Yarka explains his interpretation of the prophecy and believes that the "three vipers" represent the Cardassian scientists on their way to the station, which is referred to as "their nest in the sky." Yarka calmly but passionately pleads to the Emissary not to allow the Cardassians aboard the station, as he believes that when "the vipers try to

peer through the temple gates," they will somehow destroy the wormhole, and the resulting disaster will cut Bajor off from the Prophets forever.

Yarka sees the communication relay as part of the prophecy since it will allow the vipers to peer through the temple gates, and when they do he believes the temple will be destroyed. Even though Kira points out that there are only two Cardassians and not three, Yarka calmly insists that there will be three. The former vedek understands the importance of the communications relay and what it could mean in

regards to keeping a close eye on **Dominion** activity, but his beliefs overwhelm him. Since Yarka has studied the ancient texts for most of his life, he believes truthfully that now is the predicted time, and that they are in danger of a major disaster.

Ignorance is not bliss

Yarka admits that he doesn't have the support of the **Bajoran Assembly** or even the **kai**, but fears that they have chosen to ignore the signs of the prophecy. Yarka expresses his strong beliefs and faith in Commander Sisko as the Emissary but is disappointed that he

IMPORTANT MISSION

★ Urgent meeting

Yarka travels to station **DEEP SPACE NINE** to warn **Commander Benjamin Sisko** and **Major Kira Nerys** that **Trakor's Third Prophecy** is about to be fulfilled.



★ In conversation

Yarka is fearful that a project to allow contact between the Alpha and Gamma Quadrants will spell doom for the Celestial Temple.



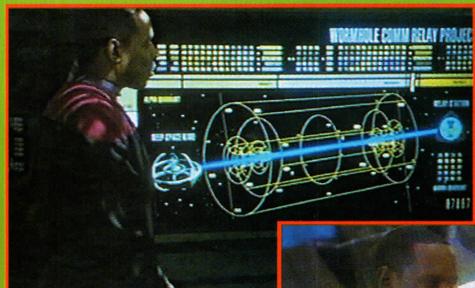
★ Vipers

The appearance of three Cardassian scientists – or vipers – would seem to confirm Yarka's interpretation of Trakor's Third Prophecy in 2371.

Yarka

"If you turn your back on them now [the Prophets], you'll be abandoning your faith. And without faith, Nerys . . . what do you have left?"

— Yarka to Major Kira



★ Friendly warning

Yarka meets with Commander Benjamin Sisko to warn him of Trakor's Third Prophecy and the doom it supposedly foretells for Bajor's future. The commander politely dismisses his concerns.



decides to proceed with the communications relay project. Yarka informs the Emissary that he will remain on the station with his followers in the hope that he might reconsider his decision.

Fallen out of favor

Yarka was once a vedek, a title given to a Bajoran religious leader who belongs to the influential congress called the **Vedek**

Assembly. From this group an elected supreme religious leader is usually chosen and given the title of kai. Yarka has lost his title of Vedek because of "teachings not in keeping with the Bajoran faith," but what **Odo** uncovers about Yarka seems a little closer to the truth. It seems that Yarka has lost his title by staging a number of demonstrations against the Vedek Assembly following their acceptance of the peace treaty with **Cardassia**. Odo believes that Yarka could be using the prophecy

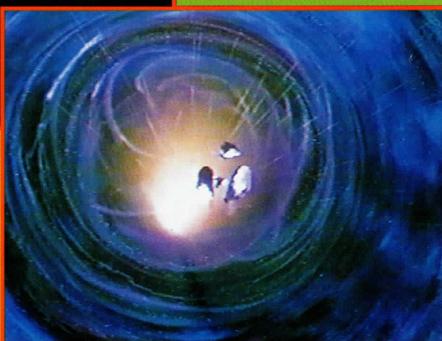
in an attempt to dismantle the peace treaty. After 50 years of Cardassian occupation it is easy to understand why Yarka could be distrustful.

Yarka seeks out Kira with the hopes of convincing the Bajoran to attempt to influence Commander Sisko's decision regarding the arrival of the Cardassians. In doing so Yarka causes Kira to have a personal and spiritual awakening in regards to her religious beliefs, forcing her to realize that she does believe that Commander Sisko is indeed the Emissary. Yarka explains that Kira has been chosen by the Prophets to help the Emissary make this decision on behalf of Bajor. She must persuade the commander to make the Cardassians leave before the sword appears in the heavens. Yarka tells Kira that the Prophets are asking her to do this, and that she must not lose her faith. He displays incredible calm in his



★ Hopes of success

Sisko and Kira pilot a **RUNABOUT** close to the comet in the hopes of minimizing damage to the Bajoran wormhole.



★ Fulfilled

The passing of three cometary fragments through the Bajoran wormhole fulfills Trakor's Third Prophecy in a way that is previously unforeseen by Yarka.

explanation to Kira, and is so knowing in his words; it seems this religious leader has rekindled a fire in one of his children. Yarka leaves her with many thoughts and ideas to contemplate.

A prophecy come true?

With the arrival of a third Cardassian, it seems that there might be some truth regarding the prophecy. Yarka remains on the station while Sisko and his crew, including the three Cardassian scientists, enter the wormhole. On their arrival in the Gamma Quadrant the crew discover a comet with a beautifully bright tail. Kira expresses her concern that the comet may represent the sword of stars, but when she confronts Sisko with the issue he refuses to call off the experiment. Bad turns to worse when the second transmission is sent through the wormhole, the effort results in a gravitational surge that redirects the comet toward the wormhole. A later attempt to vaporize the comet fails and instead the three broken fragments head toward the wormhole.

The cometary debris contains high levels of **sillithium** and if they enter the wormhole it will cause a

cascade reaction, permanently collapsing the **Celestial Temple**. It begins to appear that Yarka's warning should have been heeded, but with a last ditch effort Kira accompanies Sisko in a shuttlepod in an attempt to contain the silithium. By generating a **subspace** field around the fragments, they are able to minimize the silithium leakage and safely navigate the comet pieces through the wormhole. A remarkable event quickly takes place following their emergence from the wormhole; the test signal from the communications relay is picked up on *Deep Space Nine*. The silithium has created a permanent opening in the wormhole through which subspace transmissions can easily pass.

Secrets of the future

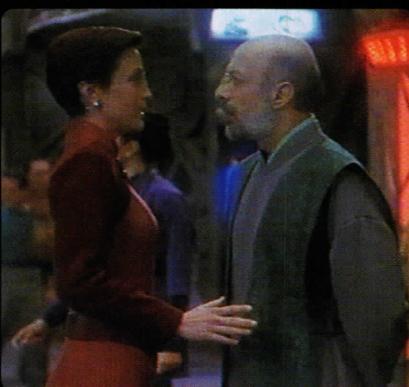
Back on the station Yarka finds the need to apologize to the Emissary for doubting him. He states that he is sorry that he has allowed his distrust of Cardassians to lead to his misinterpretation of the ancient prophecies. Yarka continues to walk with Sisko and is comforted in the knowledge that perhaps peace is what the prophet's desire between their two races. Yarka begins to tell Sisko of

Trakor's Fourth Prophecy and when Sisko inquires if has anything to do with him, Yarka states that it does indeed apply to the Emissary. Sisko asks the former Vedek to tell him of the prophecy. Realizing that the commander might be beginning to understand his own importance in the role he plays, Yarka proudly begins to state that the Emissary will face a fiery trial. He trails off before he has a chance to finish the sentence, however, leaving Sisko's destiny a mystery.

KIRA'S FAITH

Renewed strength

It is Kira, Yarka's new found student who first realizes that the prophecy has indeed come true. Yarka had misinterpreted the "three vipers" as the Cardassian scientists when in fact they really represent the three comet fragments. Kira's new found strength in her religious beliefs stems from her brief discussion with Yarka. He realizes that Kira does believe that her commander is the Emissary, and explains to her that the time has come to allow her faith to prevail over her sense of duty.



Hope

Yarka's most notable success during his visit to **DEEP SPACE NINE** is helping Major Kira Nerys to renew her faith in the Prophets. Despite no longer being a vedek, he still has an aura of calm and serenity that embodies others.



Renegade Borg Phaser

The **Borg collective** is not known for carrying assault weapons, and usually relies on its superior strength. When a party of displaced drones fall under a more evil influence, however, the use of a small and deadly phaser becomes a prevalent means of attack.

On Stardate 46982.1 the **U.S.S. Enterprise NCC-1701-D** receives a distress call from the **Federation** outpost on **Ohniaka III**, which is under attack. An away team dispatched to this tactically unimportant planetoid discovers the entire 274 person complement of the station to be dead, brutally killed by a forced plasma beam similar in design to weapons used by the **Ferengi Alliance**.

Surprise attack

Further investigation of the outpost is severely hampered due to electromagnetic interference on the planet, but a room to room search shows further evidence of this deadly weapon's use. The pattern of attack clearly indicates little collateral damage on the building and equipment within the outpost, and it

becomes evident that the primary target in the surprise attack are the **Starfleet** personnel themselves. Debate between the members of the away team led by **Commander William T. Riker** as to the identity of the attackers is cut short by a violent encounter with the culprits – the **Borg**.

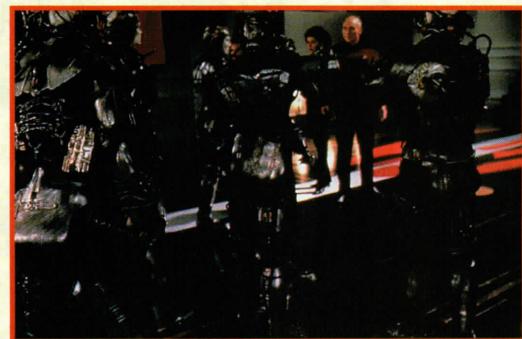
Body weaponry

A fierce fire fight ensues within the cramped confines of the outpost, during which time a number of highly disturbing changes in the Borg's conduct become apparent – they move much quicker than normal drones, refer to each other by name, and battle with a ferocity that would rival a **Klingon** warrior. In addition to this unexpected behavior, the Borg employ a small but extremely powerful arm-mounted **phaser** to attack their opponents rather than move in on them unarmed as previously

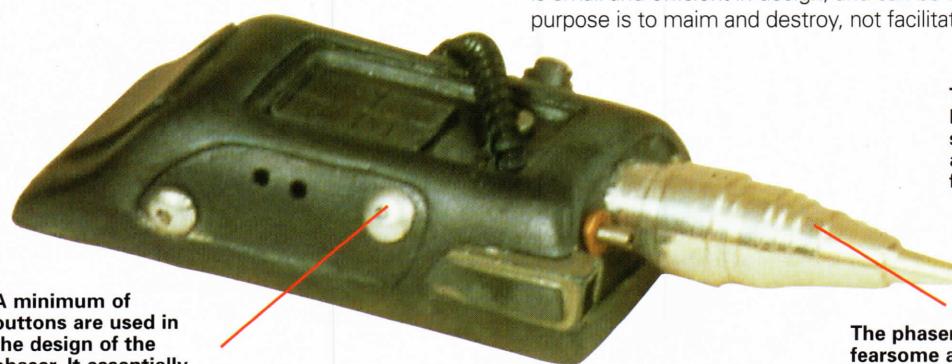
Lt. Commander Data directs the Borg phaser toward the captive **Lt. Geordi La Forge**, **Captain Jean-Luc Picard**, and **Lt. Deanna Troi**.



The renegade Borg show an unusually high degree of violent aggression, and use their phasers at will. Their temperament is a product of contact with **Lore**, Data's evil brother.



RENEGADE BORG PHASER



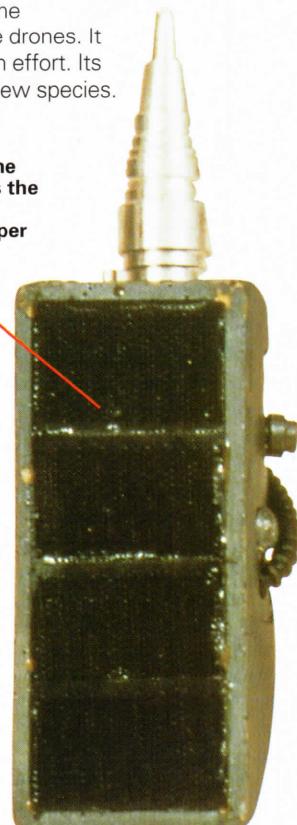
A minimum of buttons are used in the design of the phaser. It essentially relies on the need to fire on a target at close and medium range, with few options for range of intensity and force.

2 Construction The casing of the **phaser** is constructed from a hard, black rubber type material. The firing barrel is just over half the length of the casing and emits its stunning power in circular projectile form.



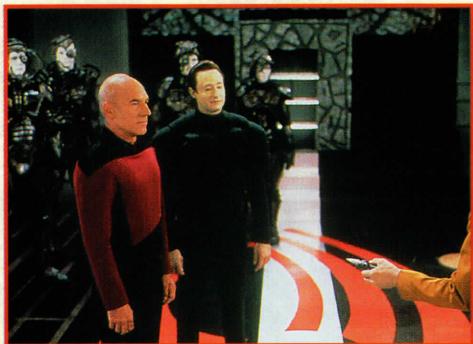
1 Background The **Borg phaser** is not a weapon used by the collective, but it is in fact unique to **Lore**'s party of renegade drones. It is small and efficient in design, and can be fired with minimum effort. Its purpose is to maim and destroy, not facilitate assimilation of new species.

The underside of the Borg phaser serves the simple purpose of adhering to the upper forearm of its user.



The phaser barrel has the fearsome appearance of a lance or needle, it does not however make contact with its target.

Renegade Borg phaser



Captain Jean-Luc Picard and Lore, mastermind of the displaced Borg, watch as Lt. Commander Data wields the Borg phaser. Its technology is easily used, with often deadly consequences.

observed. The Borg, subsequently discovered to be under the direct control of **Lt. Commander Data's** evil brother **Lore**, have no interest in assimilating the Starfleet personnel on both the station and from the *Enterprise*, but wish instead to destroy all inferior biological organisms. Previous Borg tactics and weaponry are replaced by these redirected drones working as closely linked individuals, adding devastating firepower, aggressive tendencies, and speed to their enhanced physical strength.

New assimilation

The Borg phaser is a small and compact design and is mounted on the lower forearm of the drone's tough outer armor. Positioning the unit directly behind the wrist allows the weapon to be brought into use extremely quickly, with the drone having the ability to raise and fire the weapon almost instantly with little warning to its intended target. Individuals who may have survived a previous encounter with normal **Borg drones** may not even realize they are being targeted in such circumstances, as the Borg do not usually carry weapons during assimilation, although all Borg vessels are heavily armed. It is typical of Borg design that they do not employ a device any larger or less efficient than it needs to be, and by having the weapon permanently connected to the arm it does not have to be drawn or replaced into a holster that may impede movement during a battle.

Similar to the majority of Borg technology, it is unclear where the device originated due to the thousands of different technologies the Borg have assimilated – assuming the weapon was not specifically developed by Lore for use by his drones.

A further advantage of mounting the device on the upper forearm is in the aiming of the forced plasma beam weapon. Its location means that aiming is simply a matter of raising the arm, and lining up the rear of the weapon with the intended target in the foreground; there is no need for a complicated site to be incorporated within the weapon's design. During use, the Borg drones close their firing hand into a fist and lower it slightly, elevating the upper part of the forearm, and ensuring the issued plasma discharge is not blocked by



Having already witnessed the destructive force of these renegade Borg drones, Lt. Worf and Commander William T. Riker do not offer any immediate resistance to their captors.

part of the drone's arm. The generated pulse is typically bright green in color, and glows in a tight spherical ball until it hits the intended target, with instant and fatal results. Lore's drones appear to have adopted the tactic of aiming for the upper torso or central chest of a humanoid target. In addition to the entire Ohniaka III colony, two crew members from the *Enterprise* are killed by a shot from the weapon, including **Security Officer Corelki**, during the away team's exchange of fire.

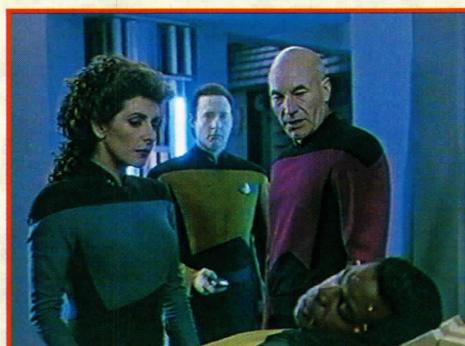
The Borg weapon is highly accurate at both short and medium distances, and is perfectly suited to use within confined spaces such as the Ohniaka III outpost. Entirely self-contained and powered, the phaser can fire a salvo of single shots in rapid succession, with the destructive potential of a single drone amplified significantly by small groups of drones working as an offensive team. The unit is lightweight and unobtrusive, and it is possible for a drone to fire from a crouched or standing position, or while in motion, using all available cover during an exchange of fire. The discharge rate of the weapon is unknown, but from the carnage caused by a relatively small number of drones in a short period of time, the energy storage capacity of the device may be significant.

Portable construction

The device directly connects to a rectangular pad built into the top of the Borg's armor, and can be quickly removed from a Borg drone by pulling the unit upward away from the arm. It is possible for non-drones to use the weapon once it has been detached, manipulating the controls built into the small, green colored, flat rectangular screen mounted into the top of the unit. The weapon is much smaller than Starfleet or other similarly advanced military weapons, with the main black colored body around 10 centimeters in length, four centimeters wide, and three centimeters in height. The sloping rear of the casing features a small rectangular cover, and there are two raised circular metallic studs on the right side of the housing. A short black colored cord runs from the upper right of the screen to the left side of the unit, with the conical silver colored primary emitter reducing to a fine nozzle at the front of the device.



Already an indomitable force to contend with, the physically enhanced Borg boost their fierce presence with highly efficient and destructive phasers.



Data has fallen under the influence of his dark and dastardly brother Lore. Troi and Picard look on in trepidation at the wounded La Forge while under his guard.



With this new phaser technology, a small number of Borg drones can obliterate, not assimilate, a huge populace in a very short time.



'Friendship One'

The *Friendship 1* probe was an instrument of goodwill dispatched from Earth before the creation of Starfleet and the Prime Directive. Its recovery centuries later reveals the havoc it unleashed on a now decimated and traumatized people.

An information broadcasting probe sent from Earth centuries previously is tracked by a planet's scientists as it drops into their atmosphere. The probe, *Friendship 1*, was launched in 2067, containing all kinds of information about humanity along with friendly greetings. Earth contact with the probe was lost in 2247, but it is presumed to be somewhere in the vicinity of the **U.S.S. Voyager NCC-74656** in the **Delta Quadrant**. Starfleet charge **Captain Kathryn Janeway** with retrieving *Friendship 1*, and returning a piece of history to Earth.

Ensign Harry Kim traces the probe to a nearby planet. It is located on the northern continent, but atmospheric conditions make its retrieval awkward. A disagreement between **Lt. Tom Paris** and a pregnant **Lt. B'Elanna Torres** ensues as to whether she should participate in the mission, but the toxic atmosphere dissuades her.

Nuclear winter

The **Delta Flyer** is observed when it lands on the planet. The crew disembark in protective suits into the hostile atmosphere – a desolate landscape covered in missile silos with active warheads. Pieces of *Friendship 1* are located, seemingly scavenged for use within a cave, but as preparations are made for transporting it back to *Voyager*, the away team members in the cave are surrounded. **Commander Chakotay** and Kim deal with a single intruder aboard the *Flyer*, and withdraw under fire. An assault on Tom is stopped by a severely disfigured man, and when it is revealed Tom has come to retrieve the probe, the man comments that it has been responsible for a lot of suffering.

Janeway is puzzled that scans revealed no planetary inhabitants. She is contacted by **Verin**, holding Tom, **Neelix** and **Lt. Joseph Carey** hostage, and who accuses Earth of genocide. He demands that *Voyager* relocate everyone on the planet.

Analyzing the protective suit worn by the intruder on the *Flyer*, the **Doctor** notes it is saturated with radiation, a deadly and unintentional form of shielding against sensors. Chakotay suggests the sensors can be reconfigured to compensate. The intruder is a scientist named **Otrin**, who explains that his world adopted the technology imparted

'FRIENDSHIP ONE'

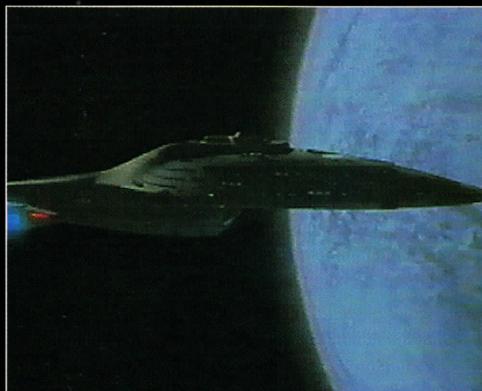
"They have a powerful starship. If they really intended to destroy us, they could've done it already. It's time we reconsidered our suspicions."

– Otrin challenges Verin

ON SCREEN...



1 The **FRIENDSHIP 1** probe travels all the way from the Alpha Quadrant. It enters the orbit of a Delta Quadrant planet that does not recognize its intention.



2 The **U.S.S. VOYAGER NCC-74656** accepts its first official mission in six years, and begins a search in order to retrieve the probe – a cherished part of Earth's history.



3 A pregnant **Lt. B'Elanna Torres** arrives in sickbay to receive her anti-radiation inoculation. Her husband **Lt. Tom Paris** wins this argument, and she stays on **VOYAGER**.



4 The **DELTA FLYER** lands on the surface of the planet in the midst of a nuclear winter. From the shadows, the away team is being closely monitored.



5 **Lt. Joseph Carey**, **Neelix**, and **Paris** crouch atop a missile silo. There are dozens of them spread across the planet's inhospitable surface.



6 **Ensign Harry Kim** is attacked by an intruder in the **DELTA FLYER**, and **Commander Chakotay** fires on him with his phaser. The three return to **VOYAGER**.



'Friendship One'

by *Friendship 1*, and the resulting arms escalation and paranoia was only stopped when antimatter containment was breached. Radiation spread over the planet, killing most of the population, and leaving the living with the effects of severe radiation poisoning. It is concluded that Earth is a conquering society, and it is easier to conquer a planet whose inhabitants have wiped themselves out. He insists humanity's intentions are hostile.

Looking for a new home

Modified sensors reveal a population of approximately 5500; transporting them to the nearest **Class-M** planet would take approximately three years. Below the planet's surface. Tom befriends a woman whose three births have been stillborn, yet is again pregnant. Carey is ailing as the protective inoculations given to the *Voyager* crew are wearing off, and Neelix attempts to speak with Verin, but he will not listen.

Janeway tells Verin that transporting his people is not possible, but explains that by working with Otrin it may be possible to counteract the effects of radiation on the planet. He does not believe her, and again demands transportation. The captain thinks she has made a breakthrough when Verin agrees to exchange a hostage for supplies, but he kills Lt. Carey seconds before transportation; Janeway subsequently agrees to transport the people.

Nanoprobes supplied by **Seven of Nine** have effected cosmetic and functional improvements on Otrin. Seeing the results, he is convinced of *Voyager*'s good intentions, but is not surprised that Verin refuses to cooperate. Seven suggests it may be time to find a new leader.

As Tom helps to deliver a premature baby, Chakotay leads an assault on Verin's headquarters. The baby is stillborn, but Tom manages to renew its spark of life, noting that it will need further medical aid. **Lt. Commander Tuvok** is captured and brought to Verin's headquarters, but his captor is the disguised Doctor. The pair

disarm Verin and his guards, and transport back to *Voyager* with the baby.

With the baby's condition stabilized, Captain Janeway intends to depart. Tom and Neelix are horrified, and mention her promise to help. She claims she will not help murderers, but is eventually convinced that the populace should not suffer for the sake of Verin. An almost fully cured Otrin, with

Seven's help, has invented a device to cause an isolated chain reaction that recombines the atmospheric nucleonic particles, removing the radiation. Detonating carrier **photon torpedoes** in the atmosphere should work on a planetary scale.

Otrin convinces most of his people that

humanity's intentions are benign, but Verin believes the shockwaves resulting from the detonation will amount to an attack. He opens the missile silos, but before he can fire warheads he is overwhelmed by his people. The detonations work, and for the first time in a century the planet receives natural light.

ON SCREEN...



7 From below the planet's surface, Verin contacts Captain Kathryn Janeway. He blames humanity for the state of his people and planet's health.



8 Verin makes his stance absolutely clear when he murders Carey moments before he is transported back to *VOYAGER*. He will not negotiate, or be manipulated.



9 The scientist Otrin is considerably healed due to Seven of Nine's nanoprobes. She intimates he consider taking leadership of his people.



10 Tom befriends a woman whose last three children were born dead. Her fourth child, a son, is born stillborn too, but Paris tries to revive him.



11 Otrin and the *VOYAGER* crew plan to detonate photon torpedoes in the planet's atmosphere. They believe that a chain reaction will lift the nuclear winter.



12 A new dawn rises over the planet - its inhabitants experience natural light, and the outdoors unprotected for the first time in decades.

STARSHIP FACTS

The instructions to search for *Friendship 1* comprise the first official Starfleet assignment received by the crew of the *U.S.S. Voyager* NCC-74656 in six years.

Before his tragic death Lt. Joseph Carey had been working on a miniature scale model of *Voyager* encased in a bottle.



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STAR TREK: VOYAGER - 'Natural Law'

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TRILL Institute - Part 2
KLINGON Ritual Fighting
DOMINION Annexation of FEDERATION Worlds

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The Guide to the STAR TREK Galaxy

FILE 1 CARD 49

THE PARIS INDEX

Thomas Eugene Paris would appear to be a lost cause in 2371. Nevertheless, the unexpected transportation of the *U.S.S. Voyager NCC-74656* to the Delta Quadrant provides this young man with a second chance to prove himself; it is not one that he lets slip through his grasp.

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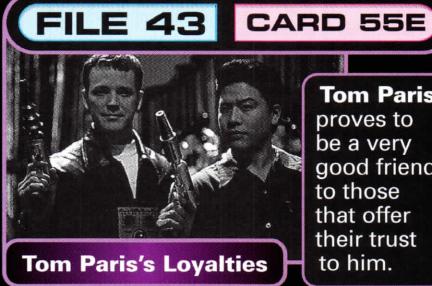
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FILE 43 CARD 55A

Tom Paris would appear to have little to offer in 2371, with a failed Starfleet career and time in the Maquis behind him. Captain Kathryn Janeway recognizes his potential, however.



FILE 43 CARD 55E

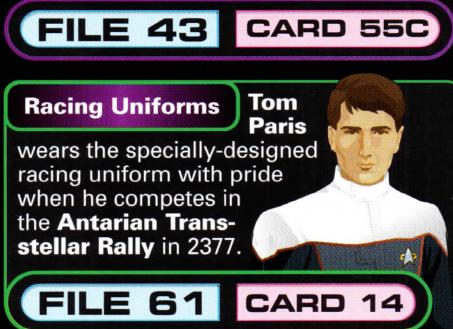
Tom Paris's Loyalties

Tom Paris proves to be a very good friend to those that offer their trust to him.



Tom Paris: Problems with Discipline

Paris is no stranger to being disciplined. His rebellious nature even leads to time spent in a Federation penal colony.



FILE 43 CARD 55C

Racing Uniforms

Tom Paris

wears the specially-designed racing uniform with pride when he competes in the Antarctic Trans-stellar Rally in 2377.

FILE 61 CARD 14



The Delta Flyer

Conn Station



The helm station on the bridge of the U.S.S. Voyager NCC-74656 is the natural place for Paris to put his extraordinary piloting skills to good use.

"Hell, I'm the best pilot you could have."

— Tom Paris to Captain Kathryn Janeway

Lt. Tom Paris Serving aboard the *U.S.S. Voyager NCC-74656* allows Tom Paris to mature as a Starfleet officer, as well as allowing him to put his inherent piloting skills to good use in the depths of the uncharted – and dangerous – Delta Quadrant.

FILE 43 CARD 55

THE PARIS INDEX

FILE 1 CARD 49

Tom Paris and the 20th Century



FILE 43 CARD 55F

A love of the 20th century is just one of **Paris**'s many hobbies. He often indulges in a **holodeck** program where he works on a Chevrolet Camaro.

Paris and Lt. B'Elanna Torres marry in 2377 after a lengthy relationship.

FILE 43 CARD 54

Tom Paris and Women



FILE 43 CARD 55B

Prior to his marriage to **Lt. B'Elanna Torres**, **Paris** is always eager to boast of his ability to garner the attentions of the opposite sex.

FILE 66 CARD 47

'The Adventures of Captain Proton' **holodeck** program is devised by **Paris**.

FILE 43 CARD 55 APPENDIX 1

Tom Paris's 20th-Century Toys

FILE 29 CARD 11D

Captain Proton's Rocket Ship

As **Captain Proton**, **Tom Paris** gets to pilot a mighty **Rocket Ship** against evil forces.

Captain Proton



Captain Proton's Ray Gun



Captain Proton's ray gun provides the lieutenant with a means to swiftly dispatch evil doers on the **holodeck**.

FILE 40 CARD 67

Alice

A renovation program on the shuttlecraft **Alice** goes awry when the vessel takes control of **Paris**.

FILE 43 CARD 55D

Tom Paris's programming abilities lead to the development of **Fair Haven** – a popular retreat based on a traditional Irish village.



Tom Paris and the Holodeck

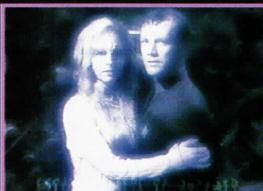
TOM PARIS STARSHIP LOG: Key episodes



'Caretaker'
FILE 71 CARD 1



'Time and Again'
FILE 71 CARD 3



'Ex Post Facto'
FILE 71 CARD 7



'Threshold'
FILE 71 CARD 30



'Vis à Vis'
FILE 71 CARD 85



'Thirty Days'
FILE 71 CARD 100



'Bride of Chaotica!'
FILE 71 CARD 103



'Alice'
FILE 71 CARD 120



'Drive'
FILE 71 CARD 143



'Lineage'
FILE 71 CARD 152

The Guide to the STAR TREK Galaxy

FILE 4 CARD 28



STAR SYSTEMS



STAR SYSTEMS

THE PARALLAX COLONY

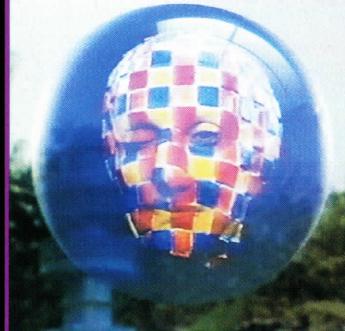
The Parallax Colony on Shiralea VI is dedicated to the pursuit of pleasure and freedom. Artists, philosophers, and free thinkers come from all over the Galaxy to sample the carnival-like atmosphere, or to take a dip in the colony's relaxing, luxurious mudbaths.

For many centuries, artists and performers have deliberately withdrawn from the pressures of everyday life in order to set up retreats and communes where they hope to be free to create and meditate, and where art is valued more highly than profit.

Worldly paradise

The Parallax Colony on Shiralea VI is one such haven for those who wish to do "whatever they want." Artists, philosophers, free thinkers, and "people who don't quite fit other people's rules" are all drawn to join in the group's celebration of diversity and creation. Of course, not every visitor travels to the colony solely in pursuit of such high-minded ideals; the broad-minded Betazoid ambassador Lwaxana Troi, for example, visits the retreat primarily so that she can enjoy a pleasurable wallow in the mudbaths that serve as one of the focal points for the colony's social life.

A holodeck program of the Parallax Colony is contained in the **U.S.S. Enterprise NCC-1701-D**'s computer, indicating that the community is well known to **Starfleet** and **Federation** personnel. When entering this holographic recreation of the colony's central area in 2368, one is immediately struck by the sense of space and airiness that the inhabitants have fashioned for themselves. A cloudless sky passes silently over



Two unique aliens spend their days bickering, despite the fact that they are revealed to be close friends.

a short concrete wall that defines the boundary of this area; a small flight of steps, edged by leafy greenery, lead off into the beautiful surrounding woodland.

In this central area, pieces of technology of varying heights appear to have been painted bright red, green, and blue, so that their mundane function is disguised. Other, genuine sculptures – large green structures that resemble inverted models of the Earth alphabet

An alien head floating in a blue bubble – known as a wind dancer – welcomes new visitors to the colony.



GETTING AWAY

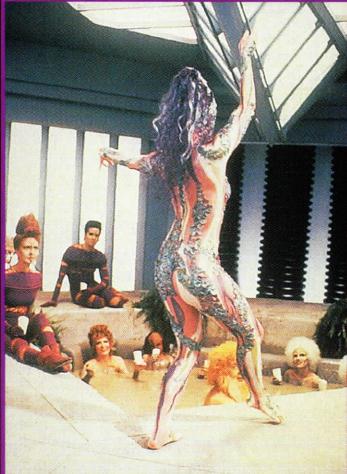
Vacation idylls

The Parallax Colony is by no means the only place in the Galaxy dedicated to the pursuit of pleasure. The tropical Class-M world Risa is renowned for its sexually open atmosphere, breathtaking beaches, and extensive facilities for visiting tourists. Captain Jean-Luc Picard and Lt. Jadzia Dax are among the many Starfleet officers known to have visited Risa. In 2373, the intolerant New Essentialists

Movement briefly, and unsuccessfully, challenges the planet's liberal philosophy. The citizens of Argelius II are similarly well known for their relaxed and welcoming attitude to visitors and tourists – and for the beauty of their dancing girls. An Argelian dancing girl named Kara catches the eye of Montgomery Scott in 2267, when the **U.S.S. Enterprise NCC-1701** visits Argelius II for a spot of shore leave. Kara is tragically killed by an evil energy life form that feeds on fear. Scotty is briefly suspected of the crime, and although his innocence is soon established, his holiday on Argelius II is far from the blissful experience it could have been.



The Parallax Colony's mudbaths serve as a focal point for artists and revelers who gather to share good times.



The Parallax Colony is a place where artists and free-spirits can share their talents for the enjoyment of all.

OTHER CARDS IN THIS FILE...

5 THE AMUSEMENT PARK PLANET

18 RISA

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION...File 69

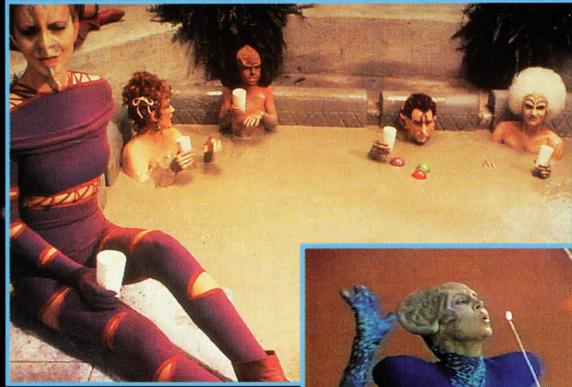
Planet	Shiralea VI
Class	M
Quadrant	Alpha
Inhabitants	Various
Environment	Shiralea VI is blessed with an idyllic environment that allows its numerous occupants to spend their days under the rays of a warm sun.
Occupants	The planet welcomes all manner of beings – as long as they intend to dedicate their lives to enjoying themselves. Many of these individuals have unique talents, while others simply wish to just sample the popular mudbaths.
Starship Log	STAR TREK: THE NEXT GENERATION 'Cost of Living'

The Guide to the STAR TREK Galaxy

FILE 4 CARD 28

THE PARALLAX COLONY

The mudbaths are shared by numerous beings at one time. This is indicative of Shiralea VI's welcoming nature, which invites everyone to enjoy the pleasures to be had.



letter 'V' – rest on raised platforms where the inhabitants often congregate and chatter among themselves.

A blue holographic sphere automatically floats toward new arrivals at the Parallax Colony. Shortly thereafter, a flirtatious, happy humanoid head, covered in squares that change color, materializes within the bubble. This strange life form is known as a **wind dancer**. They stand guard at the entrance to the colony, as only those whose hearts are joyous are allowed to enter. The Parallax Colony is a refuge from the stresses and strains of the 24th century, and as such there is no place for fear or anger here. The goal is to think, create, relax, and have fun – all activities at odds with any thoughts of discrimination, warfare, or hatred.

Twisted fire sculptor

Artistic performance and creative expression erupt spontaneously in the Parallax Colony. It is not uncommon to see a fire sculptor practising their spectacular art, creating images in flame through a wand. The humanoid fire sculptors safely display their technical mastery of heat within the confines of a bright-hued triangular shield, although it is still advisable to be wearing



STAR SYSTEMS



STAR SYSTEMS

Ambassador Lwaxana Troi is a particular fan of the Parallax Colony. In 2367, she exposes Alexander Rozhenko to the mudbaths via a holodeck simulation.



heat-resistant clothing when conversing with these fiery magicians. A juggler in the *Enterprise* Parallax program is so dedicated to his craft that he treats his colored juggling balls as if they are little worlds that fly only as the juggler wishes, although ultimately he cannot resist actually eating the tools of his trade!

The ambient mood in the center of the colony is gentle, hushed, and relaxed, and the spell of murmured conversation is broken only occasionally by loud laughter, musical recitals, or even a poet declaiming loudly to whoever might be assembled before them. Freedom of thought is allowed within the retreat, although this libertarian attitude may encourage certain members to deliver boring, repetitive odes on such themes as "the higher, the fewer" during mealtimes.

The inhabitants nonetheless appear to accept that dialectic and dialogue are vital components in all creative endeavors, even if that means giving space to points of view at odds with the colony's core philosophy of 'happy wisdom.' In the *Enterprise*

holodeck program, this sense of tolerance is exemplified by a humanoid couple, dressed in identical green and yellow jumpsuits, who bicker ceaselessly between themselves. Their apparent disunity is applauded within the holographic Parallax community because the two are, in fact, close friends who thrive on the challenge and contradiction of their harmless banter.

Fun for no reason

Informal groups regularly gather together for 'Laughing Hours.' These sessions of hearty laughter perfectly express the Parallax way of life, where carefree giggling goes hand-in-hand with a refusal to take things too seriously. Life is for living and enjoying, not worrying or arguing, and the Parallax peoples firmly believe that silliness is the perfect antidote to misery.

Any remaining philosophical, cultural, or aesthetic differences are set aside when the colony's fanciful humanoids mingle freely with each other in the mudbaths that are contained within high-ceilinged rooms. One of the baths, a five-sided



Fire magicians are just one of the many sights to behold on Shiralea VI. These talented performers put on a most spectacular sight.

pool sunk into the ground, can easily accommodate eight or more bathers at any one time, in addition to a number of stone rests and steps. This particular bath is ringed by electronic panels with coils of black cable, and strip lighting that gives off a bright white glow. Further lighting points are contained in triangular arrangements that rest on columns reaching up to the rim of the room's ceiling. At the edge of this bath attendants clad in purple will, if required, pass round drinks in white beakers to those in the mud, encouraging the air of relaxed hedonism. Pink and green plants are also scattered around the baths' stone floors, as well as more distinctive pieces of sculpture.

No visit to the Parallax Colony would truly be complete without a show of some kind. An exotic dancer, her striped body

GALAXY FACTS

The poet-philosopher in the U.S.S. Enterprise NCC-1701-D's holodeck recreation of the Parallax Colony has yellow furry skin. He speaks in a sonorous and serious voice, but is nevertheless quite happy to wallow in the mudbaths with other bathers.

moving in sensual rhythm, is a key performer in the *Enterprise*'s Parallax program, entertaining the bathers as they clap along and shout encouragement. The atmosphere is typically carnival-like and infectious.

Ultimate retreat

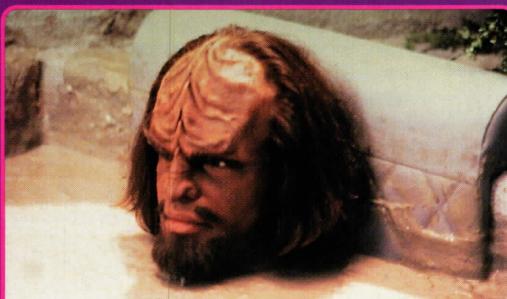
The worlds of work and business are scrupulously avoided on Shiralea VI's Parallax Colony. Such a licentious, even indulgent, attitude to life no doubt offends and alarms many of the Galaxy's more conservative races, but for those who believe that "life's true gift is the capacity to enjoy enjoyment," there is no finer place to live or visit than this warm and welcoming oasis of calm, happily existing in a Galaxy otherwise too often beset by greed and conflict.

WORF'S VISIT

Far from fun

It would be difficult to describe Lt. Worf of the U.S.S. Enterprise NCC-1701-D as 'joyous of heart,' but he is nevertheless persuaded to join Lwaxana Troi, her daughter Deanna, and his own son, Alexander, in a holographic recreation of the mudbaths in 2367. Suffice to say, the Klingon does not find favor with the program.

Lt. Worf begrudgingly accepts an invitation to Lwaxana Troi's holographic simulation of the Parallax Colony. Once submerged in the mudbaths only the Klingon's head is visible.





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FILE 7 CARD 12A



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SISKO'S CREOLE KITCHEN

New Orleans is home to some of the best restaurants on Earth. One restaurant in particular that has the reputation of creating great home-cooked meals is Sisko's Creole Kitchen. The proprietor is none other than the Emissary's own father, Joseph Sisko.

Sisko's Creole Kitchen is renowned for creating some of the most authentic home-style cooking in New Orleans. Located in the French Quarter, the restaurant is situated on the ground floor of Joseph Sisko's home.

The exterior does not look like much, and it is not until after 2372 that Joseph decides to get a proper restaurant sign. Previously the only hint of what goodness lay waiting inside the large dark doors were the beautifully kept flowers that hang from baskets and window boxes above a cast

iron fire escape.

Once inside it is easy to see why this restaurant has become so popular. Customers are greeted with warmth, the simple décor, and lovely aromas pouring from the kitchen. The walls are lined with pictures of painted landscapes and old baseball players. The windows are framed with lovely white drapes.

A touch of home

A piano sits by the stairs, and fresh flowers are put on the tables. Joseph has created this homey restaurant simply by converting the living and dining areas of his home. This main dining area has a row of fitted benches running along two walls. The tables are smartly dressed in crisp linen, and the cutlery is brightly polished. Little candle holders are put out during



dinner, and when lit give the room a warm golden glow. Located discreetly around the room are the various waiter stations that house extra cutlery and spare wine glasses. There are two sets of swinging doors located toward the back of the restaurant. One set allows access to the kitchen, while the other set

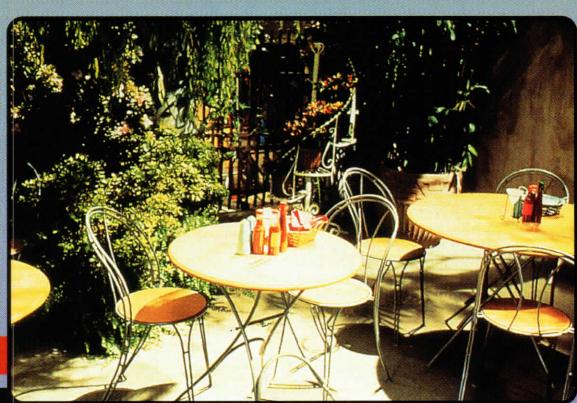


Gourmet

Joseph Sisko is most at home among his pots and pans, sweets and spices.

Crockery

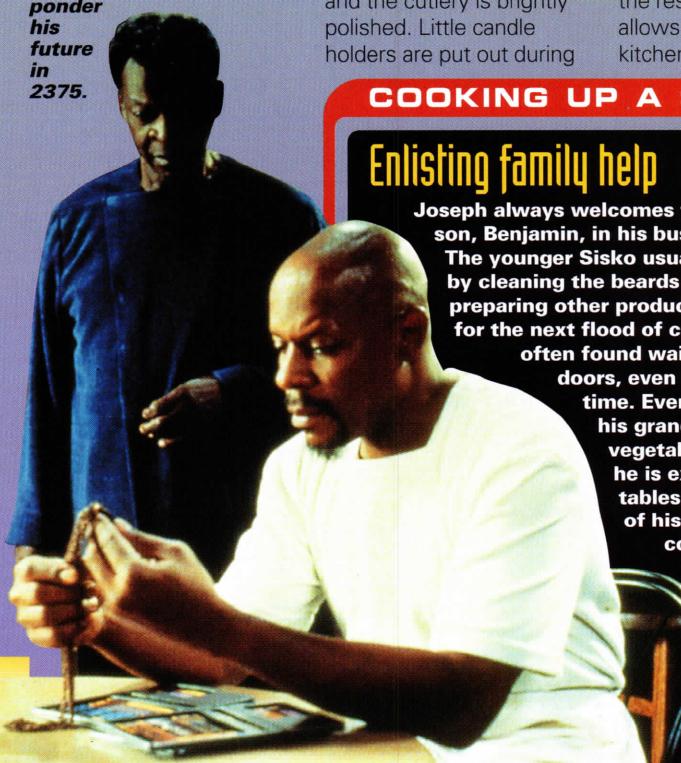
The restaurant dishes are coordinated by pastel colors: yellow, blue, orange, and green.



Sisko takes a few moments to catch his breath after a busy shift in the kitchen. His father takes this opportunity to share a quiet moment with him.

Al fresco

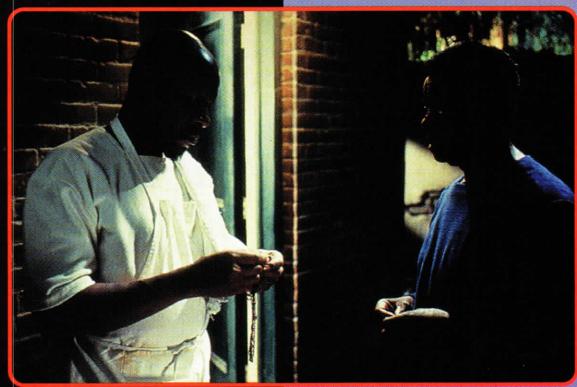
The outdoor patio furniture is made of a delicate wrought iron and light wood combination. Condiments are table top.



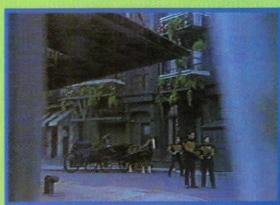
COOKING UP A STORM

Enlisting family help

Joseph always welcomes the help of his son, Benjamin, in his busy restaurant. The younger Sisko usually lends a hand by cleaning the beards off clams, and preparing other produce so that it is ready for the next flood of customers that is often found waiting outside the doors, even before opening time. Even young Jake helps his grandfather cut and dice vegetables, and when older he is expected to wait on tables. Joseph teaches all of his family how to cook, but always accuses the women of never adding enough cayenne pepper to the jambalaya.



► Joseph Sisko watches the hordes of Starfleet officers who take to the streets of New Orleans in 2372 from the safety of his restaurant.



► Benjamin Sisko takes solace running his fingers along the ebony and ivory keys of the piano. The diners are treated to more than just the good food.

► The diners have plenty to feast on – the entertainment, quality service, and the delicious food.



remains open to allow easy passage through to the garden dining area. This also gives the small inside dining area an open-air feel, creating an enjoyable atmosphere.

An outdoor experience

The outside dining area is much more simply furnished, giving the customers a quiet place to relax, and gaze up into the Louisiana sky. Beautiful red brick walls surround the patio. The flowers in



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FILE 7 CARD 12A



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SISHO'S CREOLE KITCHEN



► Joseph learns to cater to all sorts of palates over the years. Nog is impressed with his Ferengi home-cooking.

hanging baskets reveal the most amazing assortment of color, giving the customer an idyllic setting to enjoy their meal.

Sitting outside gives customers the opportunity to watch the cooks in action, as the garden dining area benefits from the open plan kitchen. This allows Joseph easy communication with all his staff, but most importantly **Nathan**, the restaurant's head chef. On display on a bed of ice in front of the



► Three generations of Sisko men sit around the table. A love of good food is in their blood.



► The elegant dinnerware adds to the ambience of the softly lit restaurant.

customers are the day's fresh catch, comprising mainly of crab, shrimps, and other fresh seafood.

The small, purpose built kitchen is the heart of the restaurant. Toward the back are the grill and the gas burners, on top of which is usually found a large stockpot and other various pots for boiling seafood. To the right are the deep fryers and another small work area. In the middle is a good sized island used to prepare and plate the food, and

above, hanging from the chef's main rack, is a large selection of copper pots and saucepans. Once the food is cooked and plated, it is moved to the pass where it is picked up and taken into the appropriate dining area. A large washing up area is located just to the side of the main dining room doors, and in general the restaurant itself is spotless.

Fruits of the sea

Sisko's Creole Kitchen specializes in serving the freshest seafood possible, with the usual French twist. Joseph's own gumbo recipe is legendary, and he promises to take it with him to his grave. A classic gumbo usually contains chicken, but the amazing flavor starts by using a prawn stock. Various types of seafood are added, mostly mussels and crab meat. The hot broth is then served over long grain rice. Other items commonly found on the menu include Jambalaya, trout served in a butter sauce, barbecued shrimp, and fresh crayfish. Daily specials are written on the board, but Joseph can

GALAXY FACTS

► The restaurant closes for four days when Earth's power-relay system goes offline during Admiral Leyton's failed coup.

► Benjamin Sisko spends three months at his father's restaurant in 2375 while seeking a way to contact the Prophets following the start of the Dominion war.

► Benjamin Sisko is stabbed by a Pah'wraith assassin while at his father's restaurant.

► Benjamin plays soulful blues on the piano for hours while grieving the death of his friend Jadzia Dax.

be found wandering around the restaurant talking up his favorite dishes.

After dinner, customers enjoy a wide selection of desserts, and Joseph's bread pudding soufflé is a hard to pass up specialty. A selection of cognacs are also available, most enjoyed with a cup of freshly brewed coffee.

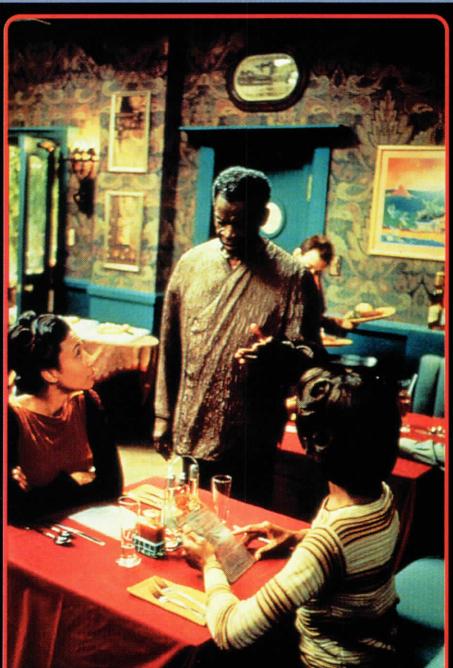
Sisko's restaurant is always busy, with many people traveling great distances to sample and enjoy the fine home cooking. Joseph visits the vegetable market to pick up fresh vegetables, but he also grows a considerable amount in his own garden. The casual, unpretentious service adds that extra touch, but Sisko's also attempts to please alien visitors by adding different items to the menu. One example of this is the availability of fresh **tube grubs**, a popular Ferengi delicacy enjoyed by **Cadet Nog** while on a break from **Starfleet Academy** in 2372. Nog enjoys the fact that the little worms are so fresh that they wriggle down his throat – and is justly horrified when Joseph suggests cooking them for human consumption.

A SPLASH OF COLOR

Extra garnish

Sisko's restaurant experiences a small renovation between 2372 and 2375. The interior is painted and refreshed by new wallpaper, and the tables are dressed with bright red tablecloths. The most notable change is the new sign front inviting customers to discover the culinary treats created behind the famous doors. Things must be going well for this well-seasoned restauranteur.

► Sisko's restaurant is perked up by a few new touches to the décor. The table coverings are red, and the paint trim is blue, but the most important feature remains the host and chef, Joseph Sisko. Sisko is a paragon of hospitality, and makes all his guests feel at home in his restaurant.





THE
TRILLS

The Guide to the STAR TREK Galaxy

FILE 9 CARD 8



THE
TRILLS

TRILL INSTITUTE

The Trill Institute is the epicenter for the advancement and preservation of Trill culture. It is there that suitable hosts are trained, vetted, and matched to symbionts — where they are joined.

The Trill Institute is responsible for ensuring the continuation of one of the most remarkable cultures encountered in the Galaxy. It is the organization that trains Trill candidates for joining, and for treating medical problems relating to symbionts and joining. It educates, selects, and monitors the progress of this unique joined race.

The Institute is located in a mountainless region of the Trill homeworld. The skies are blue and scattered with cirrus clouds; the plains are lush with low-lying vegetation, and small deciduous trees. The complex is laid out over a wide area: tall, red stone buildings with towers and turrets are connected by small, square-shaped reservoirs. The planet's natural attractions such as the **Hoobishan baths** and

the **Tenaran ice cliffs** are popular among visitors and locals alike.

The inside of the Institute is designed in a sterile, monochromatic fashion. The walls and uncovered floors are gray, while work surfaces are light beige, and thin red, vertical and horizontal lines are the only indications of adornment. The light blue Institute insignia is seen only occasionally.

It is from within these walls that the selection, training, and healthcare of the Trill symbionts and hosts are administered.

Suitable matches

Humanoid members of Trill society provide host bodies for small soft-bodied entities in a symbiotic relationship. There are at least two races of hosts among the humanoid Trill species: those with ridged foreheads, like **Odan**, and

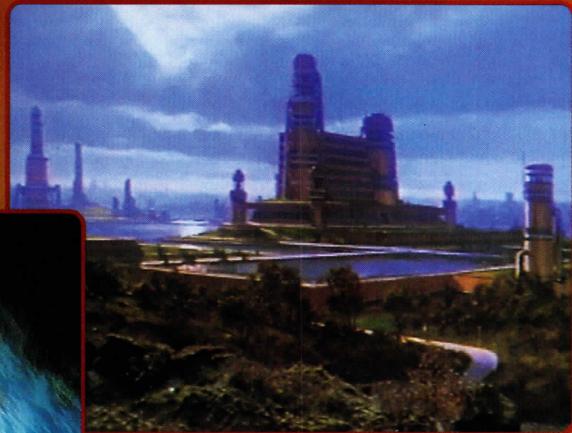


Rapid return

The U.S.S. DEFYANT NX-74205 races to deliver the ailing **Jadzia Dax** to the Trill homeworld in 2371.

those like **Jadzia**, **Curzon**, and **Selin** with a narrow speckled band running along the hairline to the sides of the neck, then down along the body.

A symbiont is a small sessile creature, resembling a slug with cranial and exoskeletal tissue, which inhabits a Trill host and is completely dependent on him or her for mobility. In exchange, the host gains the memories and knowledge of the symbiont's previous hosts.



Idyllic setting

The Trill Institute is set in the beautiful, temperate climate of the Trill homeworld. The buildings' architecture does not detract from the natural surroundings.

Symbionts are hermaphroditic, and live for centuries. Those symbionts that have not yet been joined live and breed in the viscous underground pools of the **Mak'ala caves**, and communicate with each other telepathically via energy discharges.

The symbiont integrates each new host's personality with its own after joining; Trill relationships are often hard for single-unit species to comprehend. Trills are usually very responsible and

moderate, or reserved in personality, though there are exceptions. Symbionts do not seek romance, and try to adhere to a higher plane of existence; a love life is considered a nuisance and a weakness of the young, but again the host body occasionally indulges. Some Trills are susceptible to damage by a **transporter beam** once joined.

Selection process

Each new joined combination carries a different blood type, metabolism, nervous system, and brain wave pattern. The complex brain carries two cerebral nuclei — one in each being, linked together — whose brain wave patterns can each be scanned separately as well as together. The two are biologically interdependent; 93 hours after their joining, neither can survive without the other. **Isoboramine** is a chemical that facilitates the neurological synaptic functions between the host and the symbiont. The level of this chemical is indicative of the joined Trill's health; if this level falls below 40 percent the two must be

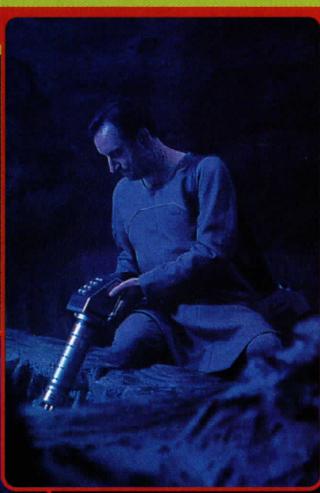
GUARDIAN ANGELS

Cave dwellers

Guardians are unjoined Trills who devote themselves to the care of the symbionts in the subterranean caverns of the Trill homeworld. They communicate with the symbionts telepathically, and again use telepathy to conduct zhian'tara rituals with hosts. They are often regarded as odd and distrusted by other Trills. Guardians are exceptionally knowledgeable and intuitive in matters of the joined, and are vital members of the Institute. Everything about the Guardians seems to be understated and subservient, down to their drab beige uniforms, but they are the true intermediaries between the symbionts and humanoid Trills. As an example, it is Timor who recognizes there is an upset equilibrium in Jadzia; from touching her belly he recognizes an imbalance in the joining, and reports her hallucinations are in fact, memories of a previous host.

Closely guarded

Cloistered by the Trill Institute, the Mak'ala caves are the natural environment of the symbionts.



Close care

The Guardian Timor monitors the symbionts obsessively. His social skills are poor, and he never leaves the caves.

Inappropriate action

The Trill Institute is clear on the issue of reassociation: it is forbidden. Jadzia is willing to suffer exile from Trill to reacquaint herself with Lenara Kahn.



THE
TRILLS

The Guide to the STAR TREK Galaxy

FILE 9

CARD 8



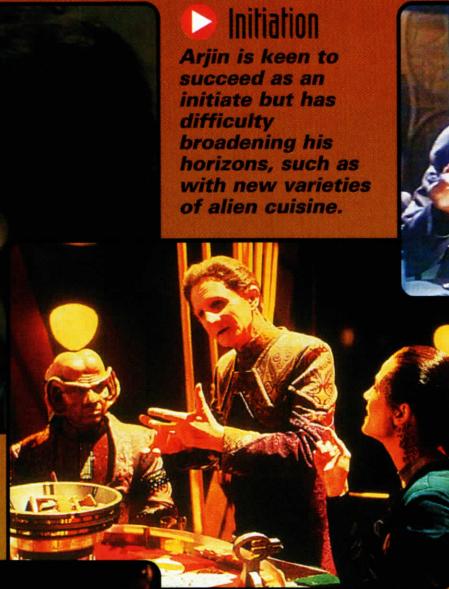
THE
TRILLS

TRILL INSTITUTE



A special dinner

The Trill Institute offers guidance on how to conduct zhian'tara, but the details are up to the current host.



separated with due haste. The symbiont can survive briefly in stasis until it is appropriately transplanted; once joined it cannot survive without a host. The primary responsibility is to the symbiont, and after separation the host invariably expires.

Maintaining standards

It is because of these reasons that the Trill Institute, and specifically

the **Symbiosis Commission** plays such a critical role in the administration of joining. There are a finite number of symbionts, and it is a popular dream of humanoid Trills to become a host; parents encourage their children to pursue joining.

Nearly 50 percent of the population of Trill is suitable for joining, but the Symbiosis Commission chooses to keep this

Initiation

Arjin is keen to succeed as an initiate but has difficulty broadening his horizons, such as with new varieties of alien cuisine.



Buried impulses

The Rite of Emergence can be a risk. Ezri calls upon the once suppressed Joran at her peril in 2377.

secret, and is very particular in choosing its candidates. Only one Trill in 10 is chosen to be a candidate to be joined to the thousands of symbionts. **Dr. Renhol** and others at the Symbiosis Commission worry that the symbionts would be bartered as commodities if the truth were known that half the population could be hosts, rather than the 1-in-1000 suitability ratio officially quoted as the reason behind the rigorous selection program.

A field docent is a joined Trill who shows potential hosts what being joined is like. He or she then recommends for or against the candidate's continued participation in the symbiosis program. Dax

has personally eliminated 57 candidates. The **Initiate Corps** is the group a Trill gains membership to when he or she qualifies for training to receive a symbiont. The official term for this union is 'joining.' A Trill's family name follows the given name, as is done on Earth, but once joined, the host drops his or her lineal name in favor of the symbiont's.

The Institute takes care to school hosts in certain traditions and rites vital to a fruitful and satisfactory joining. **Zhian'tara** is the rite of closure, in which a joined Trill meets his or her past hosts. The memories of the earlier hosts are temporarily removed from the symbiont one by one and telepathically imprinted onto volunteers by a **Guardian**. This procedure allows the current host to spend time acquainting him or herself with their predecessors; the living host can get to know those he or she succeeds as individuals, and learn where certain inherited personality traits originate. The person playing temporary host is conscious, and can reclaim control at any time.

The **Rite of Emergence**

GALAXY FACTS

Many of the docents from the Trill Institute guiding hopeful initiates through their candidacy like to get to know their charges on a more personal level. Some suggest recreational endeavors, such as swimming in the purple Trill oceans, and hiking the Tenaran cliffs.

is the ritual by which a joined Trill can separate one host from the memories of the symbiont, and interact with him or her to enlist specific qualities that may be required at the present time.

The sweetest taboo

Reassociation is the term used when a joined Trill resumes a relationship with a lover or family member of a previous host of his or her symbiont. It is strictly taboo, as the symbiont must let go of the past in order to continue accumulating new experiences. A Trill who reassociates with a former loved one faces exile from the Trill homeworld; this means their symbiont will die with its current host, an unacceptable and near heretical option.

Trill hosts require a high degree of preparatory training before the joining, otherwise the experience can be detrimental to the health of both symbiont and host. The Trill Institute does its utmost to facilitate a suitable and fulfilling joining, and enhance the chances of attaining a higher level of insight and wisdom – the meaning of life for all joined Trill.

OTHER JOININGS

Sharing Bodies

The zhian'tara is an important part of a new host's life; it gives the host the opportunity to meet its symbiont's past hosts, and forge stronger friendships with those people in the current host's life. The rite of closure involves the cooperation of many individuals; not least of which are friends, the Guardian, and the joined Trill. The Guardian is present to offer guidance to the host, but also to school the volunteers who lend their bodies as a physical vessel in which the earlier hosts can enjoy a brief period of incarnation.



Jadzia Dax invites her closest friends to participate in her zhian'tara. Odo melds so well with the former host Curzon that he suggests he continue to be him.



FILE 21 U.S.S. ENTERPRISE NCC-1701 REFIT

NAME:

U.S.S. ENTERPRISE NCC-1701 REFIT

SYSTEM:

DESTRUCT SEQUENCE

LOCATION:

DECK 1

Autodestruct systems are the last program that any starship captain would wish to initiate. In 2285, however, Admiral James T. Kirk has little option but to destroy his vessel.

The *Constitution*-class *U.S.S. Enterprise* NCC-1701 undergoes a number of refits and modifications after its launch from the *San Francisco Fleet Yards* in orbit around Earth in 2245, with a major series of extensive upgrades carried out in 2270 to incorporate the very latest **Starfleet** technology and systems. Starfleet's policy of continual technological improvement to its vessels unavoidably increases the potential risk of a threat force attempting to gain access or take command of individual ships, which in turn could allow the enemy to access highly sensitive data concerning the whole of Starfleet's offensive, defensive, and tactical capabilities. In order to combat this scenario, the refitted *Enterprise* includes an upgraded version of the autodestruct sequence that was originally built into the *Constitution*-class design, although the system remains the absolute last resort left open to the vessel's commanding officer.

Fatal voyage

Following the death of **Captain Spock** during his attempts to save the *Enterprise* from the **Genesis Device** activated by **Khan Noonien Singh** in 2285, **Admiral James T. Kirk** and a skeleton crew of senior Starfleet officers travel back to the subsequently created **Genesis Planet** in order to rescue the regenerated Spock from the unstable world's surface. Unknown to them, the **Klingon Commander Krue**, in charge of a solitary **Bird-of-Prey**, is attempting to steal all data on the **Genesis Device** to employ it as a weapon of mass destruction, and attempts a surprise attack on the previously damaged and heavily automated *Enterprise* as it approaches the **Genesis Planet**.



► A Klingon boarding party is oblivious to the reasons behind the automated countdown aboard the *ENTERPRISE*.



► Once the command codes have been verbally input, an automated 60 second countdown commences. This includes audio and visual warnings prior to destruction.

its valuable data.

The autodestruct sequence is initialized from the main bridge of the *Enterprise*, and is located in a permanently manned console to the right of the captain's chair. Under normal operational conditions, the workstation consists of two readout screens adjacent to each other, but with main power down the circular readout screen located on the right is only capable of displaying a scrambled signal, with the rectangular display on its left showing a message saying 'This station under computer control.'

Path to destruction

In keeping with the original autodestruct mechanism the sequence is verbally initialized by Admiral Kirk and requires the confirmation of at least two other senior officers, although later versions of the system may require only one or two officers. Admiral Kirk commences the system by directly speaking to the console

DESTRUCT SEQUENCE
ONE
CODE: 11A

DESTRUCT SEQUENCE
TWO
CODE: 11A2B

DESTRUCT SEQUENCE
THREE
CODE: 1B2B3

► The *ENTERPRISE*'s computer displays each officer's authorization code as it is spoken. Admiral Kirk inputs the first code, followed by Commanders Scott and Chekov respectively. The final authorization must be uttered by the ship's commanding officer - in this instance Admiral Kirk again - before the autodestruct sequence is engaged and the 60 second countdown can begin.





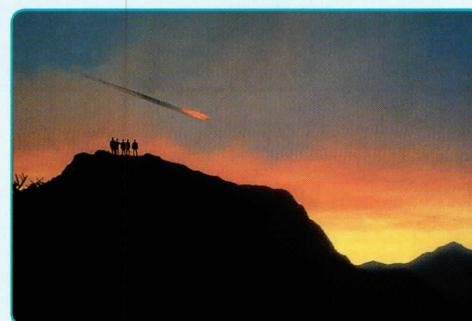
DESTRUCT SEQUENCE

► The Klingon boarding party are the only fatalities of the *ENTERPRISE*'s destruction. They can do nothing to escape the violent explosions.

► The burning hulk of the *ENTERPRISE* spirals out of orbit. The autodestruct program virtually obliterates the entire saucer section.



► The remains of the *ENTERPRISE* draw a fiery line across the sky as the burning vessel plunges into the atmosphere of the doomed Genesis Planet.



with the words "Computer this is Admiral James T. Kirk – request security access." The computer utilizes a voice recognition algorithm in its four-stage activation protocol as a security measure, and also requires the correct codes to be delivered in sequence from recognized officers.

On correctly identifying the commanding officer's request for access, the display on the console changes to acknowledge the identity of the officer with a single beep similar to the three beeps used originally by the system. Following clearance, Admiral Kirk immediately delivers the first stage of initialization by saying "Computer – destruct sequence one, code one, one A" which is mirrored once again on the readout screen in blue letters. The actual codes are identical to those initially programmed into the *Constitution*-class ship's computer, although the updated system is much faster than the original unit.

The destruct sequence requires input from the second ranking senior officer at this time, with Commander Montgomery Scott confirming his rank and status to the computer, directly followed by his own second stage code: "Destruct sequence two, code one, one A, two B" which is once again shown on the screen in alpha-numeric characters. The third

► Admiral James T. Kirk and his command crew watch the last journey of their starship as it plunges through the atmosphere of the Genesis Planet. Kirk laments his actions, but Dr. McCoy offers wise words of support.

stage is then inputted by **Commander Pavel Chekov** in the same manner, using his code: "Destruct sequence three, code one B, two B, three." Completion of this third stage activates a vocal confirmation that the destruct sequence is completed and engaged; it then awaits the final code for a one minute countdown, double the original 30 second countdown programmed into the *Enterprise*.

Last words

Admiral Kirk relays the final sequence verbally to the computer with the command: "Code zero zero zero, destruct zero" with the computer confirming the code on its screen as the individual elements are delivered. On receiving the last correct part of the confirmation, the computer's speech processor delivers the warning "Destruct sequence is activated" with a wire-frame image of the *Enterprise* appearing on the active monitors around the perimeter of the bridge; overlayed in front of this image is positioned the number 60 in large red characters. The countdown begins immediately, with the numbers changing down in one second intervals as the



vessel's skeleton crew race to the **transporter** room in order to evacuate the ship prior to the arrival of a small Klingon boarding party who intend to claim the stricken vessel.

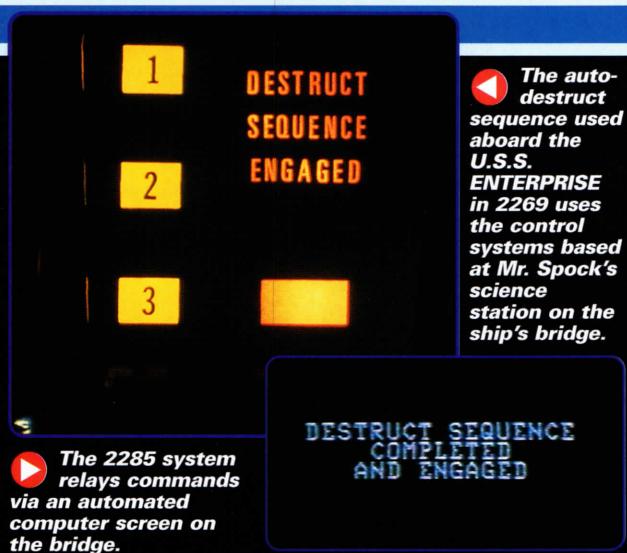
The Klingons immediately make their way to the bridge, but find that it is deserted except for the calm voice of the computer counting down the destruct sequence. On hearing the computer's voice Kruege orders his crew off the ship but it is too late – explosive packages built around and underneath the bridge module detonate in sequence, completely destroying the terminals and control systems of the ship. Further specifically placed charges are activated in the forward part of the main **saucer section**, vaporizing the majority of this area with one final massive explosion that renders the legendary vessel completely unsalvageable.

DESTRUCT SEQUENCE: CIRCA 2269

Threatening behavior

On Stardate 5730.2 the *U.S.S. Enterprise NCC-1701* picks up the accused criminal Lokai, fleeing alleged oppression on the planet Cheron. Tracked by Commissioner Bele to the Starfleet vessel, the powerful alien uses his powers to take control of the *Constitution*-class ship's course and speed leading to Captain James T. Kirk activating the autodestruct sequence rather than allow the vessel's use by an unauthorized power.

The codes for activation are identical to the later system, although Lt. Uhura has to manually tie in the bridge to the master computer before the captain can deliver his spoken authorization along with First Officer Spock and Chief Engineer Scott. The computer is based at Spock's science station, activating the visual display between commands and prompting further sequences with its electronic voice. The system counts down in five second intervals from 30 to 10 seconds, then at one second intervals from 10 down to one – with no option to override the sequence possible after five seconds. Following a tense stand-off, Captain Kirk issues the order 'Code one two three continuity – abort destruct order' to terminate the countdown at six seconds, deactivating the display on the science station and reinitializing the system to its normal mode.





FILE 32 STARBASES & SPACE STATIONS

UNITED FEDERATION OF PLANETS
STARFLEET DIVISIONSYSTEM: SOL/EARTH - SAN FRANCISCO, NORTH AMERICA
cc: UTOPIA PLANITIA FLEET YARDS, MARS

FACILITY:

STARBASE 375

BRIEFING:

ADMIRAL ROSS'S OFFICE

Starbase 375's crucial role during the protracted conflict with the **Dominion** is made even more important by the presence of **Admiral William Ross**. From his private office, the admiral plans Starfleet's next move in the devastating war.

During times of escalating tension or conflict within the **Alpha Quadrant**, **Starfleet Command** has the flexibility to mobilize its senior officers and assign them to areas close to or within the sectors in which military action is expected, or taking place. The threat posed to the **United Federation of Planets** by **Dominion** forces between 2373 and 2375 leads to all-out war, making **Starbase 375** one of the most vital **Starfleet** outposts due to its close proximity to **Cardassian** territory. Stationed on board this *starbase* for the duration of the conflict is **Admiral William Ross**, who is assigned his own office from which he makes some of the most difficult decisions of his life.

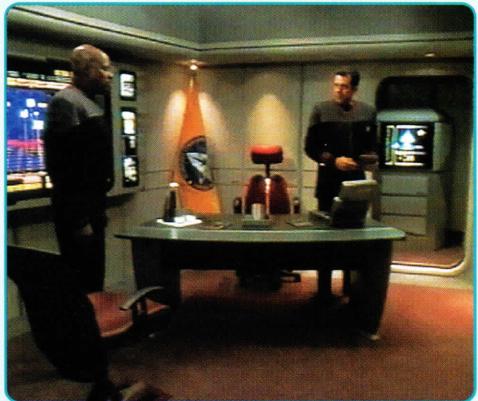
Prime location

Admiral Ross's office is located within the circular starboard office module of the *starbase*. As befits his rank, the office is more spacious than similar rooms within the facility, and can be found on the upper deck of the office module. Admiral Ross also has the benefit of an adjoining anteroom in addition to his main working environment.

The office is connected to the rest of the station via a wide access corridor, with entrance

to the rectangular room gained via a set of sliding doors built into the narrow interior bulkhead walls. The doors have an open lattice work design with a number of translucent panels allowing the admiral a limited view of the corridor outside. The interior bulkhead walls of the office are constructed from smooth beige colored panels, the light color of the walls adding an illusion of greater size to the relatively small room. The deck of the office is covered in a dark red carpet, with the outer edges of the room having a contrasting light gray strip running around all four walls. The upper part of the walls terminate in a protruding shelf that forms the support for the room's ceiling, with this blue-gray colored plinth incorporating a number of small circular lights that cast cones of illumination down the sides of the walls.

On entering the office, a smaller doorway is located to the left-hand side that is usually left open by Ross as he works. The hatch is slightly raised, and leads into a narrower room directly behind the connecting wall. It is possible to see a large wall-mounted rectangular computer display through the doorway, with three rectangular drawers located directly underneath the chest height monitor.



Captain Benjamin Sisko is a regular visitor to Admiral Ross's office. The two officers often discuss new battle strategies.

Admiral Ross works from a small curved table located in the right-hand corner of the room as viewed from the entrance, with the dark gray contoured surface often littered with various **PADDs** containing tactical reports and information. Access to the **LCARS** network is provided through a table-top computer terminal, and a comfortable deeply upholstered chair has been provided for the admiral's use; two smaller chairs are located directly opposite his seated position. Proudly displayed in the corner of the room to the right of the admiral's seat is the official flag of Starfleet Command.

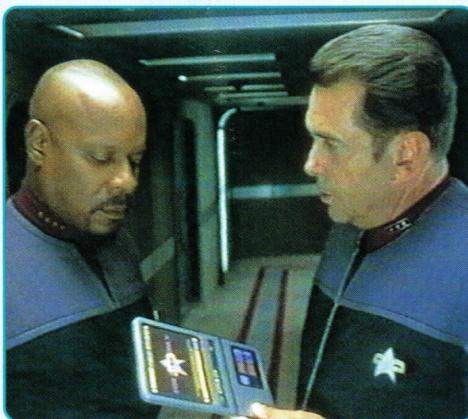
Admiral Ross often undertakes briefings within the office and has a requirement for a large display that can represent detailed tactical information. As such, a sizable viewscreen dominates the wall facing the entrance. This can display a great deal of information, as well as act as an audiovisual **subspace** communications link.

Viewing ports

In addition to the visual display unit, the admiral can view external ship movements around the station through the two viewing ports built into the thick exterior walls of the *starbase*'s office module. A larger rectangular window is located to the right side of the wall facing the admiral's desk, with a narrower portal positioned on its left. From his seated position the admiral can see straight out of the windows, although personnel within the room often find themselves standing directly in front of them as they consider the dangers faced by the fleet.



Ross is obviously at ease within the confines of his office; he casually perches on the edge of his desk at times.



A long corridor, not dissimilar to those found aboard Federation starships, runs outside the admiral's office.



ADMIRAL ROSS'S OFFICE

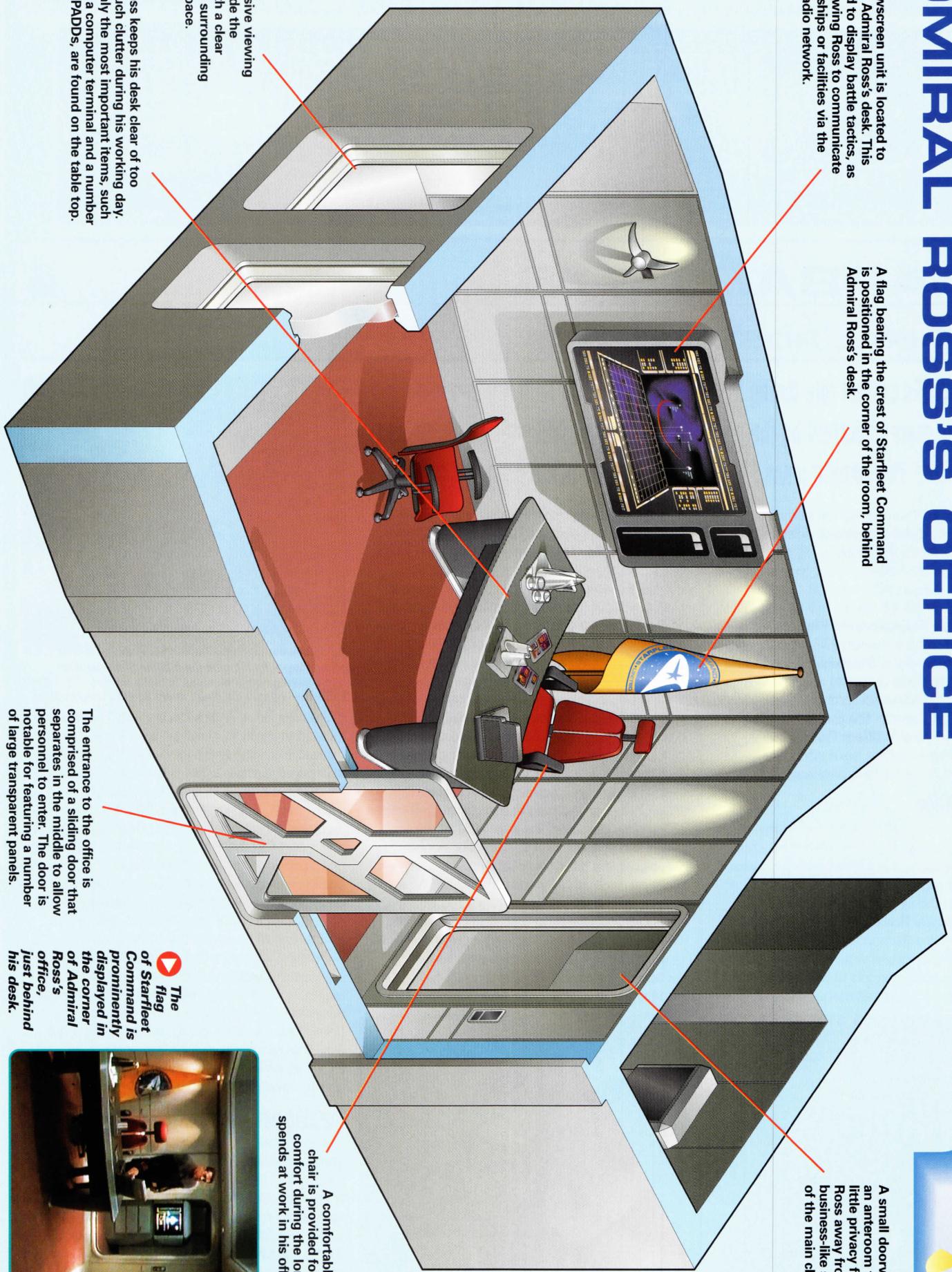
FILE 32 CARD 17A



A large viewscreen unit is located to the right of Admiral Ross's desk. This can be used to display battle tactics, as well as allowing Ross to communicate with other ships or facilities via the subspace radio network.

A flag bearing the crest of Starfleet Command is positioned in the corner of the room, behind Admiral Ross's desk.

A small doorway leads to an anteroom that offers a little privacy for Admiral Ross away from the more business-like surroundings of the main chamber.





Worf's Mirror Universe Ship

Nowhere is the brutality of the mirror universe more apparent than in the design of Regent Worf's aggressive and incredibly powerful *Klingon Attack Cruiser*. Fortunately, however, it is not without its vulnerabilities.

Toward the end of 2372, Captain Benjamin Sisko once again visits the mirror universe *Terok Nor*, having been lured back to the Rebel-controlled station in order to work on their version of the *U.S.S. Defiant NX-74205* that is suffering from severe operational problems. The failure of Intendant Kira Nerys to prevent *Terok Nor* from falling into rebel control leads Regent Worf, senior commander of the Alliance forces to assemble an armada of equivalent Cardassian *Galor*-type warships and *Klingon Birds-of-Prey* in order to retake *Terok Nor* and quash the rebel forces. The ship on which Regent Worf travels is the mirror universe's version of the massive *Klingon Attack Cruiser*, comparable in offensive and defensive capability to a *Sovereign*-class starship, and approximately three times the size of the older *D-7 Battle Cruisers*.

Regent Worf controls the powerful Alliance fleet from the spacious bridge area, commanding both the vessel and the ships under his command from this position. The *Attack Cruiser* also doubles as a VIP transport vessel for the *Klingon Chancellor* in the normal universe, and while it is typically Klingon in its design, the ship provides a relatively high level of comfort for its honored guests and senior officers in both realities. Regent Worf's vessel is capable of sustained speeds up to warp nine, and its powerful sensors have the ability to detect smaller craft at long range, although the rebel forces are able to fool these sensors by creating warp shadows of their vessels. The regent uses the ship to coordinate attacks by the smaller members of the fleet, although the *Attack Cruiser* does engage in direct combat with the mirror universe *Defiant* toward the end of the unsuccessful attempt to retake *Terok Nor*.

Powerful weapons

The *Attack Cruiser* is equipped with multiple **photon torpedo** launchers and a large number of surface-mounted **phase disruptor cannons** that are capable of rapid fire at a number of targets. The weapons themselves pack a formidable punch, but one of the greatest disadvantages the regent's vessel shares with the normal reality *Attack Cruiser* is its inability to accurately target fast moving small vessels in close proximity to the ship. The attack launched by Captain Sisko on Regent Worf's vessel takes huge advantage of this tactical flaw, and while the smaller ship takes a number of direct hits, the constant barrage of modified photon

torpedoes and **phaser** cannon shots causes considerable damage to the *Attack Cruiser's* powerful deflector shield system and its fuselage, which is protected by thick plates of ablative armor. Despite the *Cruiser* attempting to defend itself with its forward port and starboard mounted cannons, main forward disruptor, and three inline central emitters, the *Defiant* punches a hole in the ship's forward shields and completely disables the port warp nacelle. Heavily damaged, Regent Worf retreats from the battle utilizing the ship's secondary warp nacelles located on the underside of the vessel's huge wings.

Aggressive design

The *Attack Cruiser's* external appearance and overall design is very similar to previous Klingon designs, although the sheer scale of the vessel at 685.8 meters in length dwarves even the Cardassian warships. Constructed on multiple decks, the *Cruiser* employs a number of state-of-the-art systems in both its construction and offensive capabilities. It is unclear whether the *Cruiser* employs the **cloaking device** used on *Birds-of-Prey*, but while the ship is relatively cumbersome, its defensive systems are designed to compensate for this flaw. The *Cruiser* consists of a main central hull with a widened forward section that is reminiscent of earlier Klingon ship designs, and attaches to twin forward swept wings toward the rear of the ship. The back of the



Regent Worf rules his strike force from the bridge of his **KLINGON ATTACK CRUISER**. He also keeps the mirror incarnation of Garak chained here in 2372.



The immense **ATTACK CRUISER** dwarves every other ship in Regent Worf's fleet.



The mirror universe version of the *U.S.S. DEFANT NX-74205* makes a daring attack against Regent Worf's vessel in late 2372. The small vessel successfully disables the larger Alliance ship.



The **ATTACK CRUISER** continues to put up a valiant struggle as it succumbs to enemy fire.



The **ATTACK CRUISER** features a startling array of offensive systems, including phase disruptor cannons that pose a significant threat to smaller vessels.

Worf's Mirror Universe Ship

vessel incorporates a wide triangular-shaped module on its top level, forming the highest part of the ship at the stern, that features a hangar deck for smaller vessels on its forward sloping face. A number of raised, angled plates cover the outer hull, and are colored in a variety of brown, gray, and green hues also featured on other Klingon ships.

Viewed from just about any approach, the *Attack Cruiser* presents a considerable target although vessels that approach too close may find themselves disabled or even destroyed with one salvo from the ship's disruptor cannons. The forward nose has large port and starboard fins on its upper level, with the main bridge located in a raised module on the top of this command section. Built into the nose of the forward section is the main forward disruptor,

with a second powerful emitter located toward the front of the rectangular depression on the underside of the bow. The nose is connected to the rest of the vessel by an outwardly tapering main hull that sweeps outward to form the forward angled port and starboard wings supporting the primary and secondary warp nacelles.

Primary and secondary propulsion

The primary warp nacelles at the tips of the wings are very large modules, and consist of the nacelle intake at the front that glows red and yellow when the ship is under primary power. The rear of the nacelles taper inward and form the trailing edge of the wing's sides, with the smaller secondary warp nacelles supported by short pylons on the underside of the wing's

inner section. These smaller nacelles allow the vessel to travel at warp if the more exposed primary nacelles are damaged, and also incorporate the ship's tactical sensor pod built into the rear of the nacelle housing. In addition to being warp capable, Regent Worf's *Attack Cruiser* also has impulse capability, with the main impulse engine located in the stern of the vessel. Built into the rear of the thick port and starboard wings are two impulse boosters that terminate in orange colored exhaust ports to the left and right of the main impulse engine. This allows the vessel to travel at sublight speeds at times when warp flight may prove impractical, such as during conflict, although its tactical abilities when fighting smaller targets are shown to be lacking in the confrontation with the rebel forces while attempting to retake *Terok Nor*.

WORF'S MIRROR UNIVERSE SHIP

First recorded: 2372

Propulsion: The vessel features both primary and auxiliary warp nacelles.

Firepower: Offensive systems include **photon torpedo** launchers, and multiple **disruptor cannons**.



DORSAL VIEW

STARBOARD VIEW



Chief O'Brien: Dominion War & Beyond

Chief Miles O'Brien makes an invaluable contribution to the Federation's war effort against the oppressive Dominion. He is a seasoned officer, but this does not make the harsh realities of the conflict any easier to confront.

The outbreak of hostilities with the **Gamma Quadrant** power known as the **Dominion** is a sobering time for all **Starfleet** officers.

Chief Miles O'Brien, part of the senior crew on the crucial outpost **Deep Space Nine**, is an experienced soldier who fought against the **Cardassians** some 20 years previously, but even he is not immune to the constant casualty reports and setbacks that characterize the first months of the conflict.

O'Brien throws himself into the war effort like any seasoned soldier. He, along with **Lt. Commander Jadzia Dax** and the **Ferengi** engineer **Rom**, makes a crucial early contribution by coming up with a means of effectively mining the entrance to the **Bajoran wormhole**. This has the potential to keep Dominion reinforcements out of the **Alpha Quadrant** indefinitely. The chief initially suggests **pulse mines** that could be equipped with variable geometry detonators,

but this is discounted because Dominion ships could wait at the mouth of the wormhole and pick them off one by one.

He then suggests cloaking them. Cloaked ships do not always work against the Dominion, but mines less than a meter across would be a lot harder to detect. Rom adds the concept of self-replication, and they are set. O'Brien is responsible for deploying these mines safely from the **U.S.S. Defiant NX-74205**. He manages, as usual, a tricky procedure in much less time than it should reasonably take.

Changing stations

O'Brien serves aboard the *Defiant* after the fall of *Deep Space Nine* at the end of 2373, and during this time he becomes particularly frustrated by the lack of progress being made. He openly argues that they have nothing to show for the "bloody slaughter" – it is all a constant game of engage and retreat. His anxiety is exacerbated by his lack of

PROFILE OF A FIGHTER

REMARKS: O'Brien serves throughout the Dominion war, and is one of the Federation's most seasoned assets.

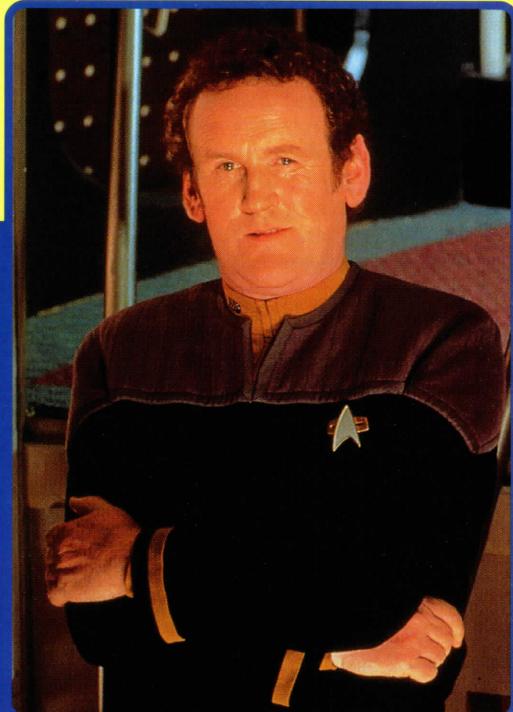
MISSION: Mining the Bajoran wormhole
MISSION: Capturing a *Jem'Hadar Attack Ship* for covert operations

MISSION: Destroy sensor array Argolis Cluster

MISSION: Assault on Chin'toka System

MISSION: Assault on Dominion shipyards

MISSION: Counter measure to Breen weaponry



▲ Chief Miles O'Brien has been in the service of Starfleet for years, but it is the Dominion war that takes the greatest toll. He grows tired of the misery, and makes plans for his future and a return to the planet Earth.



Listening and teaching

Chief Miles O'Brien is a strong mentor to the curious Ensign Nog. He is always willing to listen to his questions and current dilemmas.

INNOVATIVE INSTINCT



On the bridge

O'Brien is often in the company of Captain Benjamin Sisko and Dr. Julian Bashir aboard the **U.S.S. DEFANT** NX-74205.



Armed and dangerous

Chief O'Brien is always ready to use his phaser rifle against the Jem'Hadar while stranded on a barren alien world.



The art of war

O'Brien is quick to implement the plan to mine the mouth of the Bajoran wormhole with the revolutionary self-replicating mines.



Chief O'Brien: Dominion War & Beyond

within Cardassian space. O'Brien is given just two weeks to familiarize himself with the ship and its utterly alien engineering setup, but as always he copes.

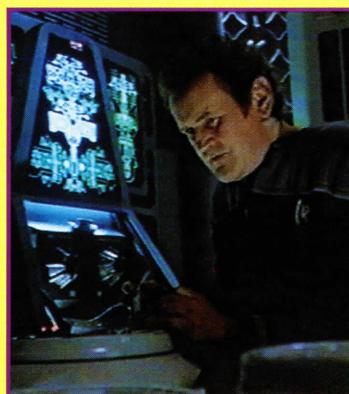
The mission proves a resounding success, but the crew are unfortunately marooned on a planet in Dominion territory. The chief once again proves one of Sisko's most valuable assets by fixing a communications device with only the most basic equipment; even the Dominion **Vorta** are impressed by the fabled Starfleet engineers who can "turn rocks into replicators."

Behind enemy lines

O'Brien and the others make it safely back to Federation space, where they mount a mission to destroy a massive Dominion sensor array hidden on the periphery of the **Argolis Cluster**. The *Defiant* then heads up a massive fleet in a successful, all-out effort to break through enemy lines and retake *Deep Space Nine*.

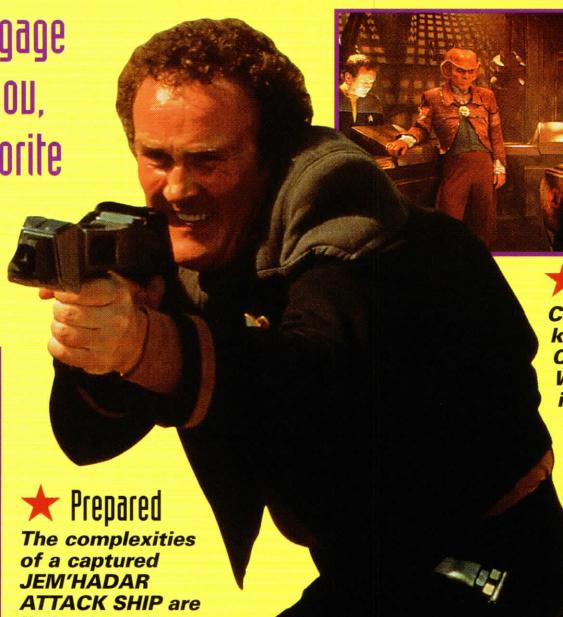
The euphoria from this rousing victory quickly wears off for a career soldier like O'Brien. He tires of constant convoy duty, and the strain of the war also takes its toll. He is quietly affected by the weekly casualty reports that bring news of friends and acquaintances who have perished or been injured

"Engage and retreat, Engage and retreat, I'm telling you, that's becoming our favorite tune." — Chief O'Brien vents his frustration during a particularly grim period of the Dominion war



in the war.

O'Brien is the man who suggests the **Chin'toka System** as the most favorable target when Starfleet decides to go on the offensive at the end of 2374. The region appears to be protected by a fleet of Dominion ships, but O'Brien is skeptical because of the fact that the massed warp signatures appear



★ Prepared

The complexities of a captured JEM'HADAR ATTACK SHIP are little obstacle to the skills of Chief O'Brien. He soon determines how the alien ship operates.

★ End of an era

O'Brien celebrates the end of the Dominion war with his friends in 2375.



too similar. This suggests they might be fakes. Investigations prove the chief's theory correct.

In the actual assault on the Chin'toka, O'Brien manages to locate the central energy source for the unmanned orbital weapons platforms protecting the system on a small moon orbiting one of the planets. He then comes up with the innovative idea of using the **deflector array** to imprint a Federation warp signature on the energy matrix. The platforms turn their vast firepower on their own energy source – and the Federation claims its first Dominion soil.

Cultural acumen

O'Brien's experience also comes in useful during the **Klingon General Martok's** mission to destroy the **Dominion Shipyards at Monac IV** in early 2375. He advises on the best way to detonate the system's sun, destroying the facility and ensuring the recently deceased Jadzia Dax a triumphant entry into **Sto-Vo-Kor**.

The chief is faced with probably his most desperate task when the **Breen** enter the war in alliance with the Dominion. The devious race use a new energy dissipation weapon on a massed Alpha Quadrant Alliance fleet with



★ In memory

Chief O'Brien is keen to join Lt. Commander Worf's mission in honor of Jadzia Dax.

★ Fire power

O'Brien is as skilled with a weapon as he is dealing with technical dilemmas.

devastating consequences; even the hardy *Defiant* is destroyed. O'Brien is among the last to escape the crippled starship.

He starts work on analyzing the new weapon, and leads a team to develop a countermeasure. He discovers that one Klingon vessel, the **Kit'ang**, was unaffected, apparently because the ship's engineer adjusted the **tritium** intermix to compensate for a containment problem in the **warp core**. O'Brien sends his data to both **Starfleet Engineering** and the **Romulan Ministry of Science**, and a defense against the weapon is developed shortly after.

Starfleet then make O'Brien an offer too good to refuse. They wish to draw on his valuable experience by making him Professor of Engineering at **Starfleet Academy** as soon as the war is over. O'Brien is reluctant to tell his best friend, **Dr. Julian Bashir** – but he jokingly rationalizes that someone has to teach the cadets the difference between a **warp matrix flux capacitor** and a **stem bolt**.

O'Brien survives the final assault on **Cardassia Prime** with only a minor shoulder injury. He concludes his field career by helping to restore peace to the Alpha Quadrant.

IN THE MIND'S EYE

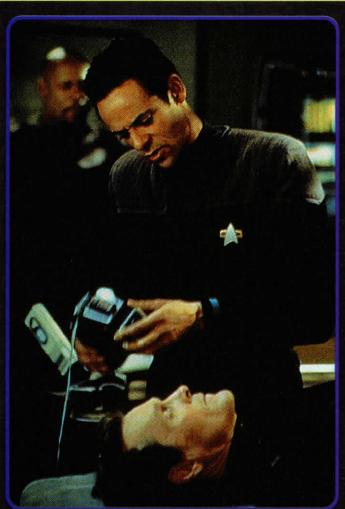
Crucial ramifications

Chief O'Brien works with Dr. Julian Bashir to delve into the mind of Section 31 operative Luther Sloan, where they hope to find the cure for the terminal illness afflicting the **Founders**. The sub-rosa Federation agency is responsible for the infection in the first place, and it becomes concerned that a cure might find its way to the **Founders** and prolong the war.

The fact that the two officers locate the formula and cure Chief of Security Odo actually helps bring about the conclusion of the war with many less casualties than there might otherwise have been. Odo is able to convince the Female Shapeshifter to surrender and order her forces to stand down in exchange for the cure. O'Brien comes up trumps again.

Fast friends

Chief Miles O'Brien considers Dr. Julian Bashir his closest friend. The two make a formidable team, as both are experts in their fields.



▲ Secret agents

Bashir and O'Brien pit themselves against the dark shadows of Luther Sloan's mind.



FILE 58 OTHER CHARACTERS AND LIFE FORMS

IKO

Iko is a man capable of extreme evil who experiences a crisis of conscience when his disturbed nature is corrected during an encounter with the *U.S.S. Voyager* NCC-74656.

Ihe Nygean Iko is a hardened criminal. He has committed dozens of violent crimes, culminating in the murder of a young father. He displays absolutely no remorse for his crimes, continuing to indulge his sociopathic tendencies. Captured off-world by the Nygean authorities, he intimidates his fellow prisoners, steals food from one individual, and continually taunts the guards on his prison ship.

His antisocial behavior is the result of a cerebral deficiency Iko has lived with since birth. A node within his brain was left unconnected as he developed, and without it joined to other portions of his brain he grew up without any sense of conscience. Lacking these checks on his behavior, Iko has been a career criminal, culminating in his throttling a farmer to death. It is this crime for which he has undergone the Nygean judicial procedures.

Nygean justice permits the victim or, in the case of

murder, surviving relatives of the victim an active participation in the sentencing of the criminal. With the death sentence an option, revenge can be paramount in the decision made by the relatives of those murdered, and Iko is under sentence of death on arrival on his homeworld. This appears of little concern to him, and he continues to provoke conflict while incarcerated.

Hostage situation

Iko is one of a number of prisoners returning to the Nygean homeworld when their **Nygean Prison Ship** develops a fault. Along with the other captives he is transported to the **U.S.S. Voyager** NCC-74656, which has answered a distress call. Due to minor injuries Iko is transported to sickbay rather than the cargo bay where his fellows end up. Seizing his opportunity, he takes *Voyager* crew member **Seven of Nine** hostage, demanding a ship and food while holding a scalpel to her throat. She easily disarms him, however, and

PROFILE ON IKO

NAME: Iko

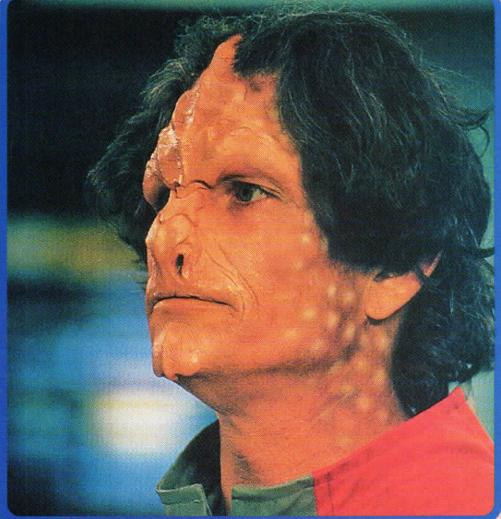
LIFE FORM: Nygean male

POSITION: Convict

REMARKS: Iko's criminal behavior is found not to be the result of an undeveloped conscience, but physical and treatable brain damage.

REMARKS: 'Repentance' [VOY]

 **Iko is a remorseless killer before his encounter with the *U.S.S. VOYAGER* NCC-74656, and the Borg nanoprobes that remove his capacity for evil.**



he later notes that she was the first person he has encountered who does not fear him. Attempting to repeat the trick with the ship's doctor leaves him prey to recapture when he fails to realize that the **Doctor** is a hologram who can pass through his grasp. Once again incarcerated within secure facilities, Iko continues to antagonize his captor, **Warden Yediq**, but pushes him too far when naming his children. Yediq instructs his men to beat Iko with their weapons, and the resulting assault leaves

him seriously brain damaged and fighting for his life. His specific injury is a severe edema of the parietal lobe.

Clear conscience

Iko's redemption comes in more ways than one with the donation of **Borg nanoprobes** by Seven of Nine. The nanoprobes form new neural pathways through Iko's central cortex in addition to assisting in his recovery from the beating he received at the hands of Yediq's assistants. This has the effect of repairing his

cranial defect. The result on his behavior is rapid, but with his synapses joined he begins to experience extreme stomach pains, and believes them to be caused by the nanoprobes. He initially asks that the nanoprobes be removed at the possible cost of his life, but eventually accepts the common diagnosis that the pain stems from new-found feelings of guilt regarding his previous behavior. Based on a shared love of the stars and her initial lack of fear in his presence, Iko forms a friendship with

A MAN ON THE RUN

★ Hostage

Fleeing certain death at the hands of Nygean law, Iko has nothing to lose by taking yet another life and everything to gain if his demands are met.



★ Sickness

The Doctor becomes concerned by the physical side effects of Iko's Borg nanoprobe-based treatment.



★ Prisoners

Iko is one of several convicts rescued from a NYGEAN PRISON SHIP.



★ Beating

Prisoner Iko is unable to repress his antagonism, and is given a sound beating and hospitalized with brain damage when he threatens the warden's children.

OTHER CARDS IN THIS FILE...

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45 NOSS

59 DARREN TAL

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18

STAR TREK: VOYAGER.....File 71

Iko

★ Overcoming barriers

Warden Yediq and prisoner Iko's mutual antipathy is gradually eroded by events on *VOYAGER*.



★ New man

As a final testimony to his changed nature, Iko turns a phaser away from the warden.



★ A convict's uniform

Iko wears standard prison issue attire, with illuminated circuitry to monitor his location.

"It's nice to look into someone's eyes . . . and not see fear." — Iko

Seven, requesting her company despite her initial reluctance.

That many would not regard Iko as guilty of the crimes he committed while of diminished capacity cuts no ice with the reformed prisoner. He is overwhelmed with guilt for his past transgressions, and considers himself fully responsible despite being essentially a different person. He claims that he can still feel his hands around the throat of the man he murdered, and still hear every sound he made. Nygean judicial procedure enables an appeal to the family of the man he murdered for clemency, but such is Iko's remorse that he requests that an appeal prepared on his behalf be withdrawn. He considers his forthcoming execution as fitting punishment for the murder he perpetrated, and he requests to be returned from sickbay to his cell.

There are those who refuse to consider Iko reformed, among them Warden Yediq, who believes him to be enacting a role in order to engage the sympathies of *Voyager*'s crew, who are already predisposed to believe capital punishment barbaric. The proof of Iko's new character comes during an escape attempt by the other prisoners. Warden Yediq is captured and about to be executed, but Iko halts the killing by claiming

★ Fearless

Iko is a determined individual; he stares death in the face without so much as a flinch.

the right to kill Yediq himself in return for the beating he endured. Such is his stature among the other prisoners that the potential murder weapon is turned over to him immediately. He seals his reformation by passing it to Yediq, thus saving his life.

Futile appeal

Against Iko's wishes, an appeal has been made to the family of the man he murdered, but as is their right, they will not even listen to any pleas, and consider even the request insulting. Their minds are changed, however, by Warden Yediq's personal intercession and his request that they hear the repentant Iko's appeal.

He delivers a passionate entreaty acknowledging the right of his victim's family to decide his fate based on his crime, and an acceptance of his death as right should they not commute his sentence. He further thanks the *Voyager* crew for his reformation, and swears that should he be allowed to live he will never harm another living creature.

Before hearing of his fate, Iko considers his future, and accepts an offer that a request is made for him to remain aboard *Voyager*. For all his sincerity, however, Iko has been unable to convince the people who matter most that he is a reformed man who wishes to atone for his past. The family of his victim refuse to alter their previous determination that he should be executed for his crime. On returning to the Nygean homeworld he will meet his fate.

FRIENDSHIP IN USUAL PLACES

Parallel Lives

Iko finds an unlikely companion aboard the *U.S.S. Voyager* NCC-74656, particularly since their introduction is so unusual. Seven of Nine and Iko first meet when the injured Nygean is transported to sickbay. He takes Seven of Nine hostage, pressing a sharp medical instrument close to her neck, and he demands a ship and some food. Seven, however, frees herself from his grasp and she is the first person who Iko claims shows no fear when she looks upon him. The two encounter each other again when Iko receives a disciplinary beating from Warden Yediq and is returned to sickbay. Despite threatening her life, Seven is willing to part with some nanoprobes to save Iko. They strike up a friendship when they discover common ground — Iko tells of his love of stargazing as a child which coincides with Seven's duties in the Astrometrics Lab. When it is discovered that Iko's condition is the result of a brain defect, she is sympathetic as she draws parallels with her time under the control of the Borg where she was unable to prevent herself from committing heinous acts. She blames herself for the lives she destroyed, but finds some catharsis from helping Iko in his appeal.

Friendship

Iko and Seven form a strong friendship after they discover that they have much in common.

New life

Iko's life is forever changed by his encounter with Seven of Nine in 2377.



Donik

Contact with the *U.S.S. Voyager NCC-74656* in 2374 changes Hirogen culture forever. A new technician class is created, and an innovative engineer named **Donik** contributes to the evolution of photonic life forms, a prey that surpasses the fierce hunters' capabilities.

The Hirogen are known throughout the **Delta Quadrant** as a brutal hunting race. They will follow their prey to the edges of the Galaxy, and do not respond kindly to outsiders – to what they deem interference. They do not share their technology, but have been spacefaring for centuries, and the origins of their culture as well as the history of their technological development is unknown. What is certain is that the Hirogen value a good hunt, and a good hunter above all else.

The Hirogen acquire **Starfleet holodeck** technology in 2374 as a means to sustain their culture. They already know that the crew of the *U.S.S. Voyager NCC-74656* makes resourceful and challenging prey, but the onboard holodecks provide a plethora of scenarios and possibilities. The Starfleet officers vanquished the hunters' attempted conquest, but an understanding is reached between the two commanding officers, the **Alpha Hirogen** and **Captain Kathryn Janeway**.

A DIFFERENT HIROGEN



Wounded

Donik is subdued by Lt. Commander Tuvok after firing on the away team. He is the sole survivor of a photonic slaughter.

After this fierce holographic-based conflict with the Hirogen, and negotiations with the visionary Alpha, Janeway entrusts the Hirogen with Starfleet holodeck technology. Traditional hunting patterns have spread this nomadic populace over the Galaxy, and the population has fallen perilously low. The Hirogen are in danger of wiping themselves out by pursuing the only lifestyle they know.

Engineering the hunt

The idea is that the Hirogen can meet together at purpose-built **Training Facilities**. There, different packs of hunters can meet and interact, a broader based community can be established, and of course, everyone can enjoy the hunt. In this case, however, it will be a holographic hunt, and there is no need to travel thousands of light years to savor the final kill. Holographic technology will end the Hirogen diaspora.

A recognized side effect of implementing this revolutionary plan is the creation of a new class. Prior to hunting photonic prey, there had been only

PROFILE ON A TECHNICIAN

NAME: Donik

LIFE FORM: Hirogen male

OCCUPATION: Technical engineer

REMARKS: Donik embraces his role in the new Hirogen society wholeheartedly. He never wanted to be a hunter, and considers claiming accountability for developments in his work his immutable responsibility.

FIRST SEEN: 'Flesh and Blood' [VOY]

► *Donik is a new breed of Hirogen. He does not lust for the hunt and trophy – he wants to create and build. His people consider him cowardly, but he has the courage of his convictions.*

one class, the hunter class – quite simply, everyone hunted. With the *Training Facilities* comes the need for a new class, a need for a complement to maintain, supervise, and upgrade the holodecks. A need for technicians.

Janeway gave the Hirogen the holodeck technology, and all its safety protocols, in good faith. Three years later, she and her crew come face to face with the new society that has evolved from these changes, and realizes she has made a serious error in judgment.

In 2377, *Voyager* receives a distress call on a Hirogen frequency, and responds. An away team is dispatched into a lush green forest; preliminary scans indicate the environment is real, but it is in fact a holodeck. Forty



three hunters are found slaughtered, and only one survivor.

A new breed of Hirogen

The Starfleet officers are fired upon by an irrational and hysterical Hirogen. Judging from his poor aim and lack of hunting garb,

this individual is clearly a civilian. **Lt. Commander Tuvok** overpowers him, and everyone is transported back to *Voyager*, where attempts are made to treat the wounded Hirogen in sickbay.

The terrified Hirogen man identifies the holodeck on

Expert

Donik's knowledge is greatly valued by Captain Kathryn Janeway. He is the most impartial of all directly involved.



Differing opinions

As the technician who upgraded the renegade holodegrams, Donik has a vastly different opinion of their nature to the confused and angry EMH.



OTHER CARDS IN THIS FILE...

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Donik

which he was found as a *Training Facility* where young can learn the skills of the hunt. **Commander Chakotay** asks if he is a student, but **Donik**, as he is called, says he is a technician. He is the first non-hunter of the Hirogen people to be encountered by *Voyager*.

Breaking the mould

Donik is diminutive in size compared to his hunting counterparts, in height he only reaches to the shoulder of these larger than normal reptilian humanoids. He is also more portly, and has less of an athletic build than would be commonly expected from a Hirogen male. He has very dark eyes, and the customary hairless, reptilian skin, and dual ridges that run from his temples down the back of his head. His skin is patterned with shades of earth tones that grow lighter in smoother areas across his skull. In the same location as human ears are flat, opaque white, oval shaped organs; his are lighter in color than some of the surrounding hunters.

In contrast to the heavy body armor and helmets worn by the hunters, Donik dons a two-piece suit. It is a dark brown color, and compliments his skin tone. The jacket has no collar, and is decorated with a subtle symmetrical design in a darker, shiny material. His trousers and footwear are equally understated and utilitarian.

Donik reveals in his gentle, high-pitched voice that without the Hirogen's encounter with Janeway and the *Voyager* crew, he would have been forced to follow in his father's footsteps and be a hunter. His is somewhat awe struck by the starship captain, and after making some tough decisions as to where his allegiance lies, he is adopted by the *Voyager* crew.

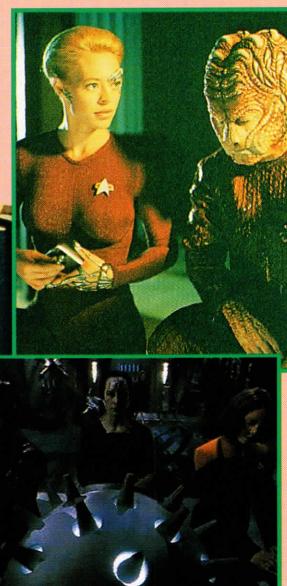
"I reprogrammed these holograms once. And it caused suffering on both sides. I'd like a chance to undo some of the damage."

— Donik shows his mettle

Donik initially says that the holograms are malfunctioning, and accepts the insulting admonishments from the Alpha on board who calls him an incompetent coward. He later admits, after direct questioning from **Lt. B'Elanna Torres**, that the holograms are not faulty, but are, in fact, responding to his modifications. As it turns out, Donik is an accomplished engineer and programmer. He has programmed the photonics with heightened sensory routines, the ability to learn, and some even have the capacity for spirituality. In making the holograms a more challenging prey, they have surpassed the hunters' skills.

Taking a stand

Donik stands his ground against the newest Alpha, and sides with Janeway. He believes the holograms should be deactivated, not killed. He is the only Hirogen invited to sit in on a meeting to discuss their fate, and anxiously contradicts the beleaguered **EMH** when he suggests the photonics are not as vicious as the Hirogen. This is one of the few times he drops his habit of folding his hands over one another at his waist in calm repose; here he furtively grasps the arms of his chair and leans forward to make his point. It is the only show of physical aggression he makes since his rescue, and he is



★ A valuable member of society

Donik realizes his self-worth during his time on the *U.S.S. VOYAGER* NCC-74656; he bravely forges ahead.

★ Like-minded

Donik develops a strong bond with **Seven of Nine**. Both of them are alienated somewhat from their biological races.



★ In the know

Donik impresses **Captain Kathryn Janeway** and **Lt. Tom Paris** with his knowledge of strategic navigation.

clearly uncomfortable.

Donik appreciates the camaraderie and sense of purpose he recognizes on *Voyager*. He enjoys working with **Seven of Nine** and **Torres**, and tells Janeway that he would like to join the starship. This studious and courteous technician proves his worth, and his new sense of loyalty to the crew when he reveals a way of following the **Hirogen Vessels** undetected. He is permitted to work on the bridge, and employs his knowledge

★ Helping, not hunting

Donik chooses to remain with the photonics, and help rebuild their holographic community. He has found his purpose in life.

of hunting strategies to track the ships, by riding one's wake into the nebula where the renegade holograms hide.

The three-way confrontation among the Hirogen, the holograms, and the *Voyager* crew comes to tension-fraught climax, and Donik is the tie that binds. The hunted Hirogen are rescued, and most of the holograms are deactivated; Donik's moment of reckoning has arrived.

Donik ultimately chooses to stay with the holographic **Cardassian** engineer **Kejal**. He forsakes his hopes of joining the Starfleet crew, in favor of helping rebuild the holographic community. He feels that he is largely responsible for the dramatic events leading to the current state of affairs. Without his technical skills the **photonic life forms** would not have evolved as they did, the Hirogen hunters would not have been killed, and the holograms would not have been deactivated. Donik exhibits his courage and his humanity: he wants to build, not destroy, and he wants to make amends. Donik is a Hirogen with a conscience – he is a visionary.

ALPHABET RULES

Pack mentality

Donik's behavior is dictated by his acquiescence to the Alpha Hirogen in the early days of the pursuit of Iden's holograms. The Hirogen hunt in packs, and the leader is always the Alpha male. He makes the decisions, gives the orders, and dispenses the discipline. The Alpha's second-in-command is the Beta Hirogen, who assumes leadership if the Alpha is killed. The Alpha is the best and most cunning hunter; he usually has more insight and intelligence than the subordinates do in his pack. Acts of aggression do not preclude moments of insight, however, and Donik's Alpha notes the irony that their most elusive prey is their own creation.



The Boss

Captain Kathryn Janeway is recognized as the Alpha of *VOYAGER* by the Hirogen hunters.

Leader
The Alpha Hirogen always leads the hunt and will not have his authority usurped by anyone.



Trill Medical Equipment

The delicate nature of the Trill symbionts that are placed within humanoid hosts leads to the development of numerous medical technologies designed to diagnose, stabilize, and effectively treat ailing patients.

The Trill are known throughout the **Alpha Quadrant** as a joined species, forming willing hosts to a small veriform symbiont that resides within the host's internal abdominal pocket. It would be easy to discount the Trill as nothing more than a secondary species dedicated to the protection and nurture of the long-lived symbionts, but as an independent race the Trill have a level of technological sophistication equal to many Alpha Quadrant worlds. Not surprisingly, much of their expertise is evidenced in medical equipment specifically designed for use by the **Symbiosis Commission**.

Early in 2371, **Lt. Jadzia Dax** begins to experience terrifying hallucinations of a murderous host successfully blocked from the Dax

symbiont's memory for over 80 years. Jadzia's **isoboramine** levels begin to drop to dangerous levels, and with the knowledge that a reduction to 40 percent will require the immediate removal of the symbiont from Jadzia, and her subsequent death, she is escorted to the Trill homeworld for treatment under **Dr. Renhol** of the Symbiosis Commission.

Saving two lives at once

The doctor's first task is to raise Dax's isoboramine levels as this is vital in the continual synaptic link between the two joined entities. A series of large freestanding medical scanners are utilized in the analysis of diagnoses and treatments, but one of the most indispensable pieces of equipment is a circular **medical tricorder** carried by the doctor at all times.

Standard Trill equipment includes a large, flat handheld device that carries out the same data storage and retrieval function as the **Starfleet PADD**. Dr. Renhol does not appear to favor this piece of technology, instead relying on her more specialized portable unit. The standard PADD is a flat, light gray colored unit with a square upper and rear edge protruding forward to a point where it then curves inward to the narrower flat bottom. The upper side of the device is dominated by a large, flat, black touch-sensitive pad that follows the contours of the unit's resilient casing and provides clear computerized displays to the user.

► Dr. Renhol uses a handheld sensor device to scan the unmoving form of Lt. Jadzia Dax, as Commander Sisko and Dr. Julian Bashir watch.

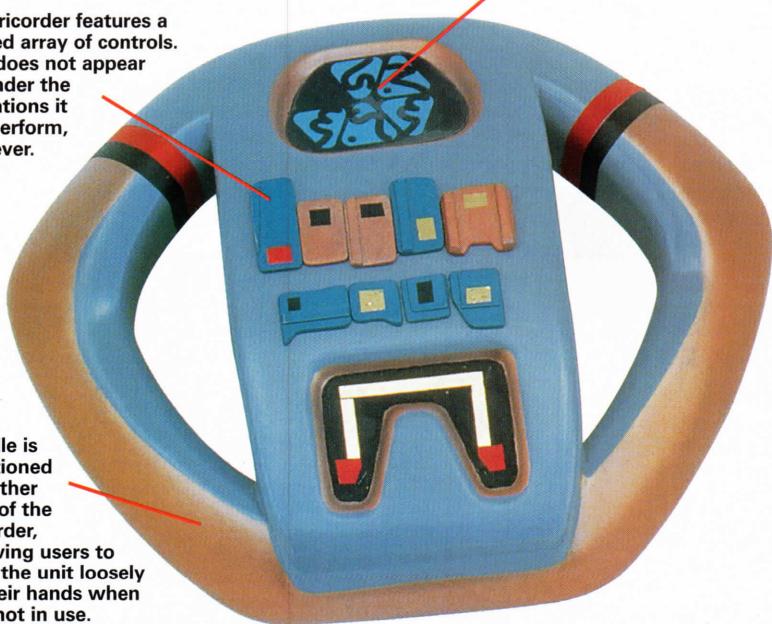


▲ The Trill medical tricorder features two prominent grab handles by which an operator may handle the device.



TRILL MEDICAL EQUIPMENT

The tricorder features a limited array of controls. This does not appear to hinder the operations it can perform, however.



A small, oval display screen is located above the control interface, near the top of the tricorder.

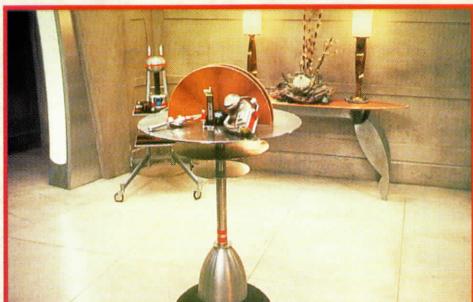


The Trill PADD features an irregular-shaped display screen, along with a series of oversized controls.

1 Construction The Trill version of the ubiquitous **tricorder** is most notable for the robust circular design that sets it apart from its **Starfleet** counterpart.

2 Comfort The Trill **PADD** is ergonomically styled to fit comfortably into a humanoid hand, and display information in a clear and concise manner.

Trill Medical Equipment



▲ Dr. Renhol's medical equipment is stored along with numerous other devices that she may be called upon to use in the course of her duties at the Trill Symbiosis Commission.

Two small buttons are set into the light gray grip to the bottom right of the PADD, allowing the activation and manipulation of the device. The back of the slim unit is flat, allowing it to be safely rested on a surface when not in use.

Wonderful tools

Dr. Renhol's medical tricorder is constructed from similar lightweight materials and is designed to work in conjunction with the various large-scale medical scanners and treatment devices located within the Symbiosis Commission's treatment rooms. In addition to Trill versions of electronic imaging microscopes and display units designed to illustrate the success of treatment regimens, Dr. Renhol's medical tricorder proves to be one of the most flexible tools at her disposal, and has an interface that is instantly recognizable to **Starfleet Medical** personnel such as **Dr. Julian Bashir**.

The medical tricorder consists of a central rectangular element constructed from a light blue colored material connected to narrow curved handles positioned on its left and right side, giving an overall circular shape to the device. The handles allow the unit to be



▲ An important part of initiating a neural induction field on sick or injured joined Trill such as Lt. Jadzia Dax comes in the form of a small device that is placed in the center of the patient's forehead.

held and operated with either hand, providing a stable grip while the doctor manipulates the control interfaces built into the upper surface of the device. The unit is approximately 20 centimeters long at its widest point, and on activation the buttons built into the top of the device emit a low level electronic sound to confirm operation. The unit is able to integrate with the medical suite at the doctor's disposal, and can provide specific data on the administration of treatments and the prescribed dosage of a medicine.

In addition to these devices, Dr. Renhol has access to a wide variety of equipment specifically designed to treat Trill and symbiont patients. The large illuminated medical bed provides an ideal treatment surface for the medical team as they work on emergency cases, as in the case of Jadzia Dax when she goes into neural shock during her time on the Trill homeworld. One of the devices used during treatment is a small handheld scanning unit that is used to make detailed analyses of a patient's synaptic functions, and is swept over the individual in a similar way to equipment utilized by Starfleet medics. The scanner is approximately eight centimeters



▲ The Trill Symbiosis Commission contains a bewildering array of medical technology to treat as many ailments that may affect a joined Trill as possible. It is the most advanced facility of its kind.



▲ The medical tricorder provides a suitable method of storing data for analysis at a later time.

long, and consists of a series of connected cubes that terminate in a wide sensor strip that displays a pulsing white light and emits a low electronic sound when the unit is activated by the thumb switch on the upper surface.

Stabilizing techniques

According to the subsequent readings, the patient may have to be placed within a **neural induction field** in order to stabilize their synaptic functions. One part of this system is a small patch placed on the forehead of the patient, which is linked to a larger device in close proximity to the treatment bed, and can be deactivated by tapping two small raised buttons on its



▲ Several doctors may work together when the life of both the host and the symbiont are at stake.

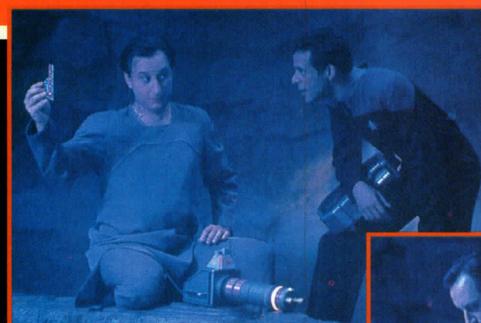
surface then removing the unit. During activation of the neural induction field, a further device is used by Dr. Renhol to accurately measure the patient's isoboramine levels. This large scanning device is constructed from similar materials used in the thumb activated device, and consists of a narrow handle that tapers outward to a rectangular central section that supports a wider scanning head through a series of short connecting rods. Red and blue indicators in the central body of the scanner and within the sensor head flash during activation, with detailed information relayed to the user by a small computerized display on the upper surface of the device.

CARING FOR THE SYMBIOTNS

Guardians' Equipment

In addition to the Symbiosis Commission, the Trill Guardians dedicated to the care and comfort of the symbionts within small underground pools utilize their own highly specialized equipment. Guardians such as Timor regularly employ a number of devices in order to sample and check the pool conditions, such as the large sampler unit consisting of a long ribbed circular tube attached to a rectangular shaped box. Pointing the tube at the pool with the small side handles, the sampler fires a short burst of energy into the symbiont's environment as illuminated bands flash in sequence on the lens unit. Through the manipulation of the red and blue indicators

on the unit's top, the Guardians can check ion concentration, temperature, and viscosity of the liquid, along with a visual inspection conducted by scrutinizing a sample within a small ribbed test-tube. The sampling device can be connected to a small waist-high monitoring unit that is positioned on its low circular support pillar in close proximity to the symbiont's pools, and is used to store data that is downloaded for later analysis. The upload of gathered information to the unit is denoted by a series of large red indicator lights flashing on its flat upper surface.



▲ The trained eye of the Guardians is still a valuable tool in maintaining the pools.

▲ The qualities of the liquid within the pools can be checked using a large, handheld device that is aimed toward the surface of the waters.





'Natural Law'

Attendance at a conference on the planet **Ledos** by **Seven of Nine** and **Commander Chakotay** is the catalyst for the possible reintegration of two cultures: the technologically advanced, rule-abiding **Ledosians**, and the primitive, forest-dwelling **Ventu**.

Commander Chakotay diverts course to appreciate an area of great natural beauty while traveling to a conference on **Ledos**. Puzzlingly, it is encompassed by an almost impenetrable barrier which causes the shuttle's systems to fail. Firing on the barrier results in feedback that takes the shuttle's engines offline, but **Seven of Nine** recognizes the technology assimilated by the **Borg**, and manages to transport herself and Chakotay to the planet surface as their craft is destroyed; he sustains a deep gouge and hairline fracture to his leg. They decide to search for shuttle debris in the hopes of constructing a rescue beacon, but know the chances of it penetrating the barrier are slim.

They discover the forest is inhabited, although strangely for an otherwise advanced culture, it is by a very primitive people, the **Ventu**. Chakotay's injuries prevent further exertion, but Seven continues the search for debris under instructions to avoid contact with the locals as per **Starfleet** regulations. Chakotay, however, is discovered, but the people are benign and tend to his injury; when Seven makes contact they are fascinated by her implants.

Culture clash

Lt. Tom Paris commits a piloting infraction in **Ledosian** space, and while the remainder of the crew are granted shore leave he must undertake a three day piloting course and test. He considers this preposterous, and believes he can bypass the course and just take the test; his instructor, however, has other ideas.

Meanwhile, the natives communicate in sign language, and Chakotay adapts. Seven searches for the shuttle's **deflector array** to construct a beacon, but wants to avoid continued contact with the natives, and rejects Chakotay's suggestion that she take a guide. She becomes lost when her **tricorder** falls down a chasm. Disoriented and unused to the forest environment, she is grudgingly thankful when a young Ventu girl finds her.

In the Ventu community, the inhabitants have begun imitating Chakotay and Seven's distinctive appearances with fake tattoos and scavenged shuttle debris. Chakotay becomes concerned when Seven does not return, but she has been led to a piece of wreckage containing the deflector array she requires.

'NATURAL LAW'

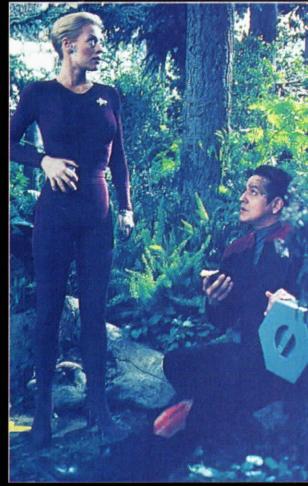
"There's always time for warp-field dynamics, but you don't see beauty like this every day."

— Chakotay

ON SCREEN...



1 Commander Chakotay and Seven of Nine are en route to a conference when they encounter a lush landscape protected by a barrier with a tetryon signature.



2 Seven realigns the shuttle's phasers to match the barrier's frequency in hopes of opening a rift. The vessel is destroyed, and its debris is scattered over kilometers, but she and Chakotay are transported to the surface alive, though he has sustained severe injuries to his leg.



3 Seven and Chakotay discover that the forest they have landed in is inhabited by a primitive people. They must try to remain undetected by them in this wilderness.



4 Chakotay and Seven are openly welcomed into the primitive Ventu community. They even provide a rudimentary poultice for the commander's injured leg.



5 Seven trips and loses her tricorder, and her way while searching for shuttle debris. At night, a Ventu girl reveals herself, and offers food and warmth.



6 The girl guides Seven, but first shows her appreciation for the area's awe-inspiring waterfalls. Seven acquiesces, and takes a moment to reflect on the natural wonder.



'Natural Law'

When the officers' disappearance is noted on the **U.S.S. Voyager NCC-74656**, the crew learn that the barrier was erected centuries earlier by an alien race to protect the indigenous Ventu from attack by the Ledosians' ancestors. The controls for the barrier are within the protected area; the Ledosians cannot deactivate it, and the aliens have never returned.

Analyzing wreckage remaining lodged atop the barrier, and cross-referencing with Seven's contributions, **Lt. Commander Tuvok** and **Lt. B'Elanna Torres** deduce how Seven penetrated the barrier, but note **phaser** feedback destroyed the shuttle, and the same could happen to *Voyager*.

Magnetic interference

Seven's attempt to generate a deflector beacon fails, and she notes the Ventu girl is idly fiddling with magnetized stones. Chakotay arrives, having been led to Seven by another Ventu, and using his tricorder she traces the source of the magnetic field preventing her constructing a working beacon. She believes if the equipment is moved elsewhere, she will be able to temporarily deactivate the barrier, enabling transportation back to *Voyager*. All debris would also be removed in order that the indigenous people remain uncorrupted.

Tom is frustrated at having to continue his course, but the inspector will not curtail the instruction. An attempt to breach the barrier from *Voyager* with phaser fire fails, and Tuvok suggests the alternative of detonating a **photon torpedo** at a specific frequency.

On Ledos, Seven manages to deactivate the barrier, but a curious Ventu receives a severe electric shock in the process. Chakotay is transported back to *Voyager*, and Seven requests a medical kit to restore the girl to health. She is just about to leave when she hears others in the area. With the barrier down, the advanced beings on Ledos have intruded into the Ventu's territory, and talk of opportunities for progress.

Seven is uncertain how to proceed. She realizes the Ventu have a primitive lifestyle, but are intelligent and adaptable, and restoring the barrier may limit their potential. Alternatively their unique society could be swamped, and forgotten. **Captain Kathryn Janeway** makes the decision to restore the barrier, citing Starfleet's directives concerning non-interference with other cultures, but the Ledosians are unwilling

to accept this and attack *Voyager*.

Paris continues with his piloting instruction, but receives orders from Janeway. He transports all Ledosians within Ventu territory aboard the **Delta Flyer**, prompting his agitated instructor to fail him. Tom then flies into the atmosphere

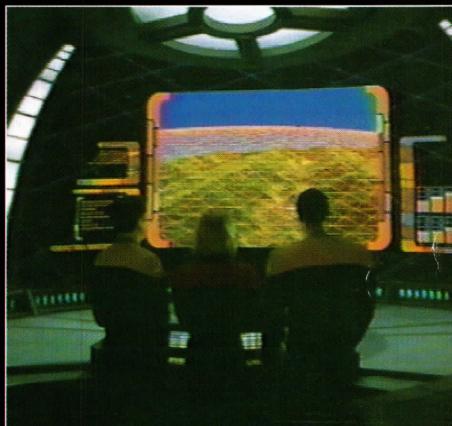
to destroy the remaining shuttle debris before *Voyager* restores the barrier.

Seven is concerned that the Ledosians may study her deflector beam modifications, and in time learn to deactivate the barrier. Chakotay points out that the alternative was to remain beneath it.

ON SCREEN...



7 Chakotay is alarmed when he realizes that the Ventu men have chosen to emulate his physical appearance. The women try to look like Seven of Nine.



8 Captain Kathryn Janeway, Lt. Commander Tuvok, and Ensign Harry Kim realize that the missing shuttle is resting on an energy barrier.



9 Tuvok tells Janeway that if he can determine the appropriate frequency he may be able to penetrate the energy barrier, and retrieve Seven and Chakotay.



10 The Ventu help to move the wreckage, and Seven expresses her concern that they are too close. She is worried that they may be harmed.



11 Seven is shocked to see the Ledosians have seized the opportunity to explore Ventu territory. They plan to exploit the resources, and educate the primitives.



12 The DELTA FLYER escapes the barrier after removing all traces of modernity - including the Ledosian scientists, and the shuttlecraft debris.

STARSHIP FACTS

- 1 The shuttlecraft downed on Ledos bears the designation 4656.
- 2 Lt. Commander Tuvok and Seven of Nine both deduce that the barrier was erected by a race designated by the Borg as Species 312.
- 3 According to the Ledosian inspector, polarity thrusters, with which the *Delta Flyer* is equipped, have been known to cause accidental acceleration.



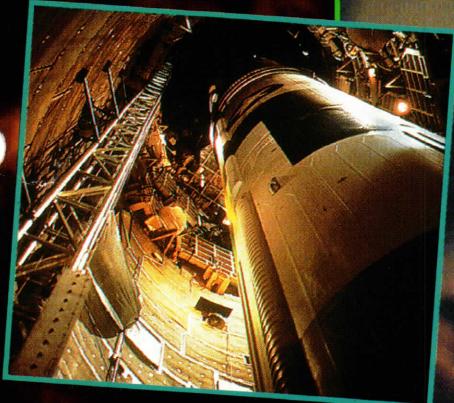
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THE TORRES INDEX

Lt. B'Elanna Torres may seem to be an unlikely choice for the position of chief engineer aboard the *U.S.S. Voyager NCC-74656*, but her unparalleled technical skills and fierce reputation make her the perfect foil to the depths of the uncharted Delta Quadrant.



B'Elanna Torres and Tom Paris: Courtship



Lieutenants B'Elanna Torres and Tom Paris grow closer throughout the *U.S.S. Voyager NCC-74656*'s journey, and ultimately marry in early 2377.

FILE 43 CARD 54

Lt. B'Elanna Torres

Torres possesses a fiery temper, but her incredible skills as an engineer remain undisputed.

"I'm an engineer. I get my share of bumps and bruises." — Lt. B'Elanna Torres

B'Elanna Torres and Captain Janeway



Captain Kathryn Janeway is quick to recognize B'Elanna Torres's skills, and offers her the unique opportunity of serving as chief engineer in 2371.

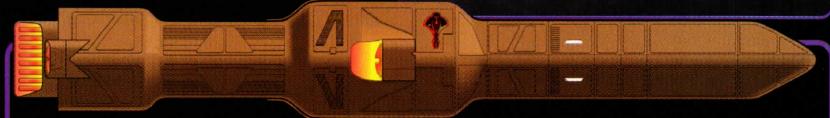
FILE 43 CARD 54A

B'Elanna Torres and Engineering



Lt. B'Elanna Torres takes her duties as chief engineer incredibly seriously. She has risked severe injury on a number of occasions as she attempts to preserve the ship's systems during times of danger.

FILE 43 CARD 54B



FILE 36 CARD 3

Dreadnought



As chief engineer, Torres has acquainted herself with every system in Main Engineering.

Main Engineering

THE TORRES FILES

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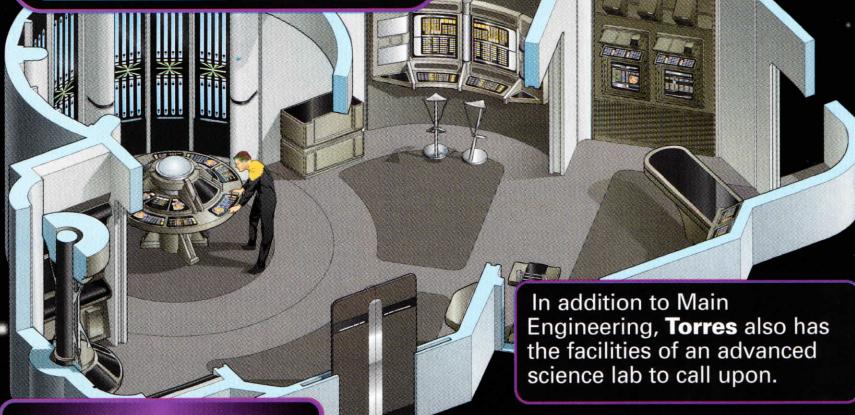
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THE TORRES INDEX

FILE 1 CARD 48

FILE 29 CARD 23



Chief Engineer's Office

In addition to Main Engineering, **Torres** also has the facilities of an advanced science lab to call upon.

FILE 29 APPENDIX CARD 1

FILE 11 CARD 15A

B'Elanna Torres: Klingon Heritage



Torres has always found it difficult, particularly during childhood, to reconcile her **Klingon** personality traits with those inherited from her human father.

FILE 44 CARD 54

John Torres

Miral Torres

FILE 43 CARD 54C

TORRES STARSHIP LOG: Key episodes



'Caretaker'
FILE 71 CARD 1



'Parallax'
FILE 71 CARD 2



'Faces'
FILE 71 CARD 13



'Prototype'
FILE 71 CARD 28



'Dreadnought'
FILE 71 CARD 32



'Remember'
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'Blood Fever'
FILE 71 CARD 55



'Day of Honor'
FILE 71 CARD 68



'Revulsion'
FILE 71 CARD 70



'Random Thoughts'
FILE 71 CARD 75



'Extreme Risk'
FILE 71 CARD 94



'Juggernaut'
FILE 71 CARD 111



'Barge of the Dead'
FILE 71 CARD 118



'Lineage'
FILE 71 CARD 152



'Prophecy'
FILE 71 CARD 154



THE
TRILLS

The Guide to the STAR TREK Galaxy

FILE 9 CARD 8A



THE
TRILLS

TRILL INSTITUTE

Part 2 The purpose of the Trill Institute is to facilitate the lives of the symbionts, seamlessly joining them from host to host. There are circumstances under which this is impossible, and as the authority on joined Trill, accountability, not always acknowledged, falls within its hallowed halls.

The Trill Institute faces many hurdles in creating a perfect match between symbiont and host. Some of these problems are outside of the control of the Institute, and others are created by its very belief system; either way, it is within the scope of this foundation and its employees to make every attempt to resolve difficult Trill issues that may arise. Common difficulties that are addressed include unsuitable hosts and initiates, emergency hosts, accountability, Trill taboos, secrecy in the institute, and a lack of understanding from other cultures.

Joining difficulties

There are several known occasions when the Institute falls short of its lofty ambitions for Trill hosts and symbionts. **Dax** is one prime example of the difficulties experienced in creating a unique individual from two joined life forms trained by the joined and unjoined alike. Some issues are of an ethical nature, others of the nature of accountability.

It is a commonly held misconception that only very few of the Trill population make suitable hosts; this is propagated by the Institute. In fact, 50 percent of Trills could host a symbiont, but not all are psychologically suitable. This being a subjective and qualitative analysis, some

initiates are inclined to disagree when dropped from the program, and take action. Dax's past host, **Joran**, was joined despite a discommendation, and proved to be a homicidal maniac. His very existence was wiped from the Institute records in a cowardly cover-up. Similarly, **Verad** could not cope with rejection, and, in 2370, actually stole the Dax symbiont in order to be joined to it.

Transplantation

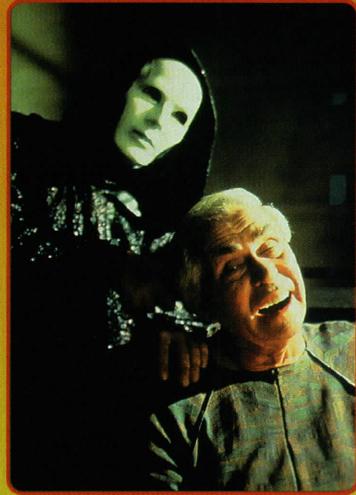
The medical department of the Institute has yet to devise a way to support symbiont's safely while between hosts. Non-Trill, such as **Commander William T. Riker**, can act as a host for a brief period of time, but their bodies invariably reject the symbiont, as if it were an infection. There is no appropriate form of stasis, and as illustrated with **Ezri Tigan**, the symbiont will be placed in an unprepared Trill host if it is deemed absolutely necessary.

The Trill Institute is intended to prepare candidates for life as a host. In extenuating circumstances, such as the case of Ezri Dax, years of training are forfeited by necessity, and the host does not receive the requisite years of training. Ezri nearly resigns from **Starfleet** and give up her promising career as a counselor when her emergency joining with the



Well-equipped

The Trill Institute is equipped with a vast array of tools which are used to diagnose and treat both host and symbiont. In some instances, these pieces of equipment may be used to cover up mistakes and errors of judgment.



Flashback

The Dax symbiont's suppressed memories of Joran are brought to the fore for the unfortunate Jadzia in 2370.

DIRTY LITTLE SECRET

Rogue host

Joran Belar was a Trill who was host to the Dax symbiont for six months between **Torias** and **Curzon**, from 2285 to 2286. He was a gifted composer and musician, but he was also a disturbed individual with an evil temper and violent tendencies. At the end of his initiate training, a doctor recommended that he be dropped from consideration for joining. He was given the Dax symbiont despite this, a mistake that the Symbiosis Commission later came to regret when he murdered the doctor who had given him the negative review. Joran was killed while escaping, and all knowledge of his existence was blocked from the symbiont's memory – the commission attempted to hide the joining when he proved to be psychologically unsuitable.

Decades later the memories resurface, endangering Jadzia Dax's life. The truth is

uncovered, and the two are finally allowed to be integrated fully.

Music of the past

Jadzia finds herself possessing the hitherto unrecognized musical skills of the suppressed and deranged Dax host known as Joran.



Treatment

Jadzia Dax returns to the Trill homeworld in 2370 in order to undergo diagnosis for a mysterious ailment. The symptoms are a result of suppressed memories.

Watchful eye

Dr. Renhol maintains a caring eye over the ailing Jadzia Dax in 2370. The Trill Institute is the best possible place for gravely ill hosts and symbionts to be taken.



The Guide to the STAR TREK Galaxy

FILE 9 CARD 8A

TRILL INSTITUTE



Unsure
Ezri Dax visits Sisko's Creole Kitchen in 2375, just a short time after her joining. The young woman is yet to fully grasp the opportunity she has been given.

Dax symbiont leaves her confused and depressed. She is not chosen by the **Symbiosis Commission** and her serendipitous presence aboard a transport ship with the ailing Dax means that they

were forced to be joined. The Institute gives her some literature, and a few briefings, but in truth she is entirely unprepared for the 300 years of experience that she needs to incorporate in her mind.

The survival of the symbiont is tantamount, often to the detriment of the host, whose welfare is of secondary concern. This ideology creates an imbalance in priority between the host and the symbiont; again, this is propagated by the Institute.

Conduct unbecoming

Secrets are difficult to hide when they will inevitably be shared, as is the case with joined Trill. There are irrefutable cases of unethical behavior revealed that the Institute is either unaware of or tries to keep hidden. Some secrets cast a dark shadow over the Trill Institute, such as the altering of official records, and others that reveal the fallibility of those trying to transcend their basic nature.

Revelations

During Jadzia Dax's zhian'tara ritual, **Curzon**, the symbiont's seventh host, is embodied by **Deep Space Nine's** security chief, the Changeling **Odo**, and admits that he had driven Jadzia out of the Institute as a candidate because he was in love with her – highly unprofessional behavior from an instructor. This admission casts doubt over the reasoning behind the other 56 candidates.

GALAXY FACTS

According to Dax's Starfleet Medical file, the only major trauma that the Dax symbiont has ever suffered was when **Torias Dax** was injured in a shuttle accident. **Torias** sustained injuries that were so severe that he remained in a comatose state for just under six months.

Curzon had dropped from the Initiate program.

Jadzia returns to the Trill homeworld in the early 2370's when she falls ill. The reason behind her deteriorating condition is only revealed when **Dr. Renhol** is put under heavy duress by **Commander Benjamin Sisko** and **Dr. Julian Bashir** – the memories of an unsuitable host were repressed 86 years earlier to bury the truth about the Commission's elite selection process. The records were also deleted from the central computer.

Culture shock

Education is confined largely to initiates and how they will interact with their symbiont. Off-worlders are frequently confused by the intricacies of Trill culture, and it is up to the hosts to elucidate them. This can sometimes add extra pressure on the host when already trying to cope with the joining. When Jadzia Dax is put on trial for a murder allegedly committed by Curzon, even the Trill are confused. The convoluted nature of assuming others' memories, can create issues of accountability that may never be resolved.

The Trill Institute is considered a ground for higher learning and achieving understanding on a higher level through joining, despite some of its quiet mistakes. It trains initiates for a life full of experiences an individual could never hope to experience, but can certainly share among lives.

TRILL LEGACY AND COMMITMENT

A matter of bonding

Joined Trill can gain centuries worth of experiences, including love, heartbreak, and conflict; with each transplant these memories are organically transferred to the new host. What a new host gains, however, is restricted to the ceremonial joining. The host does not assume accountability for the commitments or wrongdoings of his or her predecessors. The joined Trill, despite their augmented memory, is considered a new person – a unique individual.

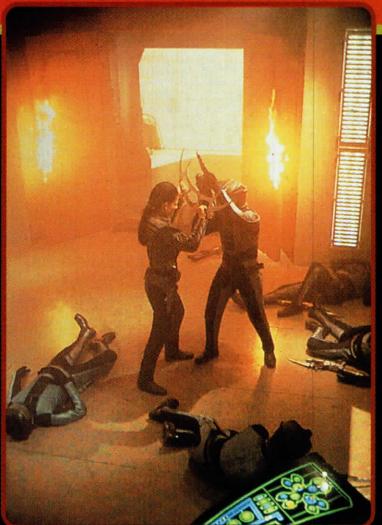
This contravenes the attitudes and traditions of many cultures, such as those of the Klingons and Terran humanoids, which perpetuate old rivalries and oaths. Trill culture considers reassociation, in its varying degrees, unnatural to the point of taboo. Under the most extreme circumstances, such as reacquainting oneself with a lover or mate, the Trill faces exile.

There are instances when a host honors promises made in the past. In 2370, Jadzia fulfills the blood oath Curzon Dax made to avenge the murder of his godson, Kang's firstborn. She accompanies the Klingons Kor, Kang, and Koloth to **Secarus IV**, and though she battles the evil Albino, she cannot bring herself to kill him.

In 2372, Jadzia feels strongly enough about **Lenara Kahn**, previously **Nilani**, that she is willing to risk exile to rekindle their romance, but Lenara is unwilling to face the certain consequences, and returns to the Trill homeworld. Jadzia is not officially reprimanded for either of these infractions.

Jadzia Dax acquires herself admirably during the battle against the forces of the Albino. Nevertheless, she fails to kill him – leaving that duty to Kang, whose murdered son they are avenging.

Jadzia Dax takes up arms alongside three aged Klingons in 2370 in order to fulfill a blood oath made by Curzon Dax many years before.





THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 4G



THE
KLINGON
EMPIRE

KLINGON RITUAL FIGHTING

Klingon ritual fighting was established by Emperor Mur'Eq. These intense grudge matches preserve two things: honor, and the Klingon populace.

Klingons lead lives of violence and aggression, and live by a strict code of honor. Fighting is not restricted to matters of great importance, and inter- and intra-clan conflict is not uncommon. In order to restrict the number of needless deaths – that is deaths resulting from Klingons fighting Klingons over personal arguments, and small slights to honor – a visionary emperor introduced the concept of ritual fighting.

Klingon nature

Emperor Mur'Eq understood better than most that the concept of honor is central to Klingon society, and that to Klingons, honor is inextricably bound to combat. The greatest single honor a Klingon can hope

for is to die in battle. Fighting to the death to prove a point is not an unattractive prospect.

Mur'Eq devised an idea that set a precedent for an honorable compromise without death, but not necessarily bloodshed. He proposed a non-lethal bout fought with blunted **bat'leths**. The victory goes to the warrior who first knocks his opponent to the ground three times. The emperor instituted these rules to ensure his warriors would kill their enemies, not each other, and to allay his fears of irreparable decimation of the Klingon populace due to in-fighting.

Almost every aspect of Klingon society involves violence. Warriors will often greet one another by butting heads and punching one another's shoulders, and fights erupt in drinking halls over what

seem like the most trivial disagreements. Even lovemaking involves drawing blood and an alarming degree of violence, much to the dismay of the uninitiated and unwilling. Klingons, despite their devotion to combat, are not simply brutal warmongers. Their way of life is violent, but it is not as chaotic as it can appear to outsiders. Challenges can only be made under specific circumstances, such as in acts of cowardice or imminent defeat.

A matter of honor

Mur'Eq's fighting adds to a long tradition of Klingon rituals and rites of passage designed to preserve the ever sacred



▲ **Kohlar, the ranking warrior, announces the commencement of the ritual fighting in a torch-lit cavern. The arena is as rough as the combat.**

honor. Ritual fighting is an outlet where personal differences can be settled. There are many instances in which a warrior will settle his personal business through ritual. **Hegh'bat**, for example, is a form of ritual suicide whereby a warrior who is permanently disabled, and is unable to stand and face his enemies takes his own life. For others who have reached old age, or are injured through no fault of their own, there is another form

of death. If circumstances have conspired to make it impossible for a Klingon to live with honor, he will perform **Mauk-to'Vor**, another form of ritualized suicide in which the person responsible for the loss of honor makes amends by taking the offended warrior's life. These acts are undertaken only in the most extreme circumstances, and when a warrior cannot fight any longer.

A more light-hearted

CHOOSE YOUR WEAPON

Dueling Klingon style

As suggested by Mur'Eq, the bat'leth is the customary choice of weapon. This traditional sword of honor is preferred by Klingons adept at the martial arts. It is about a meter long and shaped as a double-semicircle with four points; the bat'leth is carried along the inside of the arm and wielded using two handholds on the outside edge of the weapon. A modern bat'leth is typically 116 centimeters long, weighs 5.3 kilograms, and is composed of baakonite metal. Other weapons that can be used include the gin'tak, a wavy-bladed ceremonial spear, a double and triple headed chained mace, and brute strength.

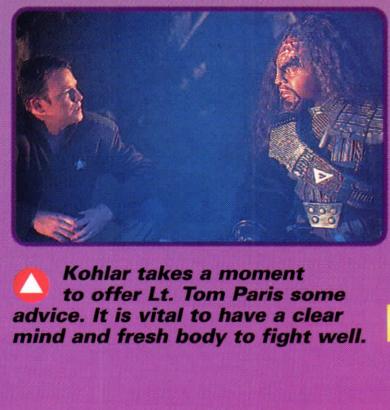
The bat'leth has strong significance as a ceremonial weapon in Klingon ritual fighting. It is with a bat'leth that Kahless the Unforgettable vanquished Molor to unite the people of Qo'noS.



▼ **Kohlar is well-versed in the technique of wielding a bat'leth. He is a fierce opponent in, and out, of the arena.**



◀ **Kohlar wears traditional Klingon garb while training for a fight. The heavy armor protects him, but also makes him appear more threatening – it exhibits the degree of his strength that he can fight with so much extra weight.**



▲ **Kohlar takes a moment to offer Lt. Tom Paris some advice. It is vital to have a clear mind and fresh body to fight well.**

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FILE 11 CARD 4G



THE
KLINGON
EMPIRE



THE
KLINGON
EMPIRE

T'Greth's isolationist sect of Klingons has searched for the Kuvah'Magh for decades, and he is not quick to believe that Lt. Tom Paris fits into the prophecies of the ancient scrolls.

KLINGON RITUAL FIGHTING



Paris accepts T'Greth's challenge. He will not have his wife's honor besmirched by the fierce Klingon's foul remarks.

Lt. Tom Paris is geared up in traditional Klingon warrior dress. He must win the match by fighting Klingon style too.



pursuit is **b'aht Qul**, a ritualistic-style of traditional Klingon arm wrestling. It involves a lesser degree of violence, but it is an activity engaged in as wholeheartedly as a full-scale battle. Part of the Klingon code is the phrase "drink not with thine enemy;" this edict does not, however, apply to fellow Klingons. Warriors have no reservations about drinking with foes of their own kind; this could lead to the escalation from arm-wrestling to fighting with blunted bat'leths.

Case study

One of the only documented cases of ritual fighting occurs aboard the **U.S.S. Voyager NCC-74656** in 2377. A sect of Klingons, who generations ago became disillusioned with the **Klingon Empire**, set out to see the prophecies of an ancient text fulfilled. The ship's captain, **Kohlar**, sees the chance encounter with the **Starfleet** crew in the **Delta Quadrant** as an opportunity to make the prophecies come true – **Lt. B'Elanna Torres** could be the mother of the **Kuvah'Magh**, their savior, and at the very least she can be moulded to appear so.

During a feast in the

mess hall, B'Elanna is getting into the spirit of things, recounting her exploits. **T'Greth**, Kohlar's second in command, believes she is a fraud, and he taunts her husband, **Lt. Tom Paris**. A challenge ensues – a challenge to the death; an honorable warrior would never refuse. **Captain Kathryn Janeway** chooses this moment to step in; her officers do not have the authority to accept challenges, particularly not those of a deadly nature.

It is Kohlar who diffuses the mounting tension by suggesting an honorable compromise: Mur'Eq's ritual fighting. T'Greth wants his bloodlust sated, and calls this a coward's solution, but quickly back-pedals when his superior asks if he is calling the emperor a coward.

Kohlar offers to personally train Paris in a **holodeck** simulation. He trains Tom rigorously in Klingon hand-to-hand combat, and offers an invaluable piece of advice: "Only a fool fights his opponent and fatigues."

The fight is held in a holodeck representation of a dark, dank cave that has a natural arena ambience, where spectators can cheer from above. The walls are rough and craggy, and

make excellent additional weapons to throw one's opponent against. The match begins when the martial, Kohlar, roars for the warriors to assemble, and then says: "Let honor guide you. Tagh!"

Spectator sport

The warriors are both dressed in full Klingon armor, irrespective of race. Some posturing of expert bat'leth handling ensues, but the battle is on. Paris attempts to wear T'Greth out by playing defense, but loses his weapon. He is downed once. After recovering his weapon, Paris makes an offensive combination, and T'Greth stumbles. It soon becomes clear that something is amiss with the seasoned warrior – he has succumbed to the **Nehret** at a most inauspicious moment. The crowd grumbles at the lack of display and bloodletting, and Paris is the winner by default – a most disappointing challenge so far as the spectators are concerned.

Klingon ritual fighting is intended to resolve differences, and settle scores. In most cases, the challenge is an adequate salve to wounded egos, and honor is regained.

GALAXY FACTS

Ritual fighting on Ligon II takes place when the law of supersedence is invoked. One of the two participants is the First One, and the other is the challenger to this honor.

SWEAR ALLEGIANCE

Blood feuds, blood baths

Klingons enjoy a tribal culture, finding strength in numbers. It is rare that a warrior is forced to stand alone – most warriors belong to a noble house to which they owe absolute allegiance. Membership of a house carries specific responsibilities, but also offers protection to the individual. If a single member of a house is killed or harmed by a rival, the entire house will stand behind the victim, and attempt to exact vengeance. This often leads to blood feuds between the houses, but also provides an important check in the system, preventing ill-considered challenges, and dishonorable attacks.

Neelix, Captain Kathryn Janeway, and the Doctor comprise part of what can be called Lt. Tom Paris's tribe – House of the U.S.S. VOYAGER.



THE
DOMINIONTHE
DOMINION

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FILE 16 CARD 6D

ANNEXING FEDERATION WORLDS

The Federation faces the largest ever threat to its sovereignty when the Dominion declares war in 2373. It goes on to occupy vast tracts of Alpha Quadrant territory.

The hostile, acquisitive **Gamma Quadrant** power known as the **Dominion** has a long history of simply taking whatever it desires, and in 2373 it decides it wants the **Alpha Quadrant**. The war effort begins with the annexation by diplomacy of the **Cardassian Union** – a strong inroad into the Alpha Quadrant. The **Founders'** long-term plan is to muster sufficient forces to wage all-out war against the quadrant's resident powers.

And so it begins...

Their hand is forced at the end of the year when the **Federation** mines the entrance to the **Bajoran wormhole**. The Dominion sends a huge force of **Jem'Hadar** and **Cardassian** vessels to seize the Federation station **Deep Space Nine**, marking the outbreak of hostilities. Invasion forces sweep through the **Kepla Sector** on the same day. The face of the quadrant is changed overnight as the Federation and its allies are besieged.

The Dominion cuts a significant swathe into Federation space in the first three months of the war. It is all **Starfleet** can do to engage the enemy and fall back. The **Tyra System** falls and the **Seventh Fleet** is decimated, with only 14 ships returning out of 112. The invaders also move into the **Kotanka System** and open up a front along

the **Vulcan** border. The Dominion presses forward, taking fresh territory with each passing day. **Gul Dukat**, head of the Cardassian Union, boasts that it is only a matter of time before the Federation collapses and Earth becomes just another planet under Dominion rule.

The remorseless advance is finally stalled by **Captain Benjamin Sisko**'s initiative to retake *Deep Space Nine*. He reasons correctly that the enemy must put together a large task force to meet them, which means diverting forces from the offensive. The unexpected fall of **Terok Nor**, as the station has been renamed, and the failure of reinforcements to materialize through the

wormhole is a serious blow to the Dominion. The **Founder Leader** orders all forces to fall back to Cardassian space – a momentous turning point the Federation badly needs.

Worlds fall

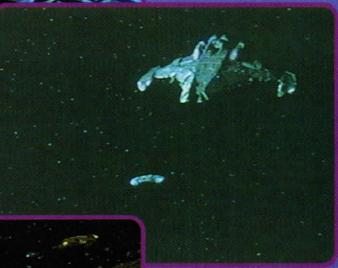
Dominion annexation seems to be kept to a minimum by the increasingly confident allied forces until the shocking invasion of **Betazed** some months later. The Founders mass an invasion force in the **Calandra Sector**, which **Starfleet Intelligence** mistakenly

believes is too far from supply lines to make an effective staging ground. The Dominion seizes its chance when the **Tenth Fleet**, which is assigned to



United
Gul Dukat makes the shock announcement that the Cardassian Union has joined the Dominion in 2373.

► **Valiant effort**
Federation incursions into Dominion space are dealt with in a quick and deadly fashion.



► **Invasion**
The Dominion is ably equipped to invade enemy worlds. They send vast fleets to take whatever they desire.

protecting Betazed and its outlying colonies, is out of position on training exercises. The planet's own defense systems are obsolete and undermanned, and the

entire battle is over in less than 10 hours. Starfleet's **Second Fleet** hits the forces occupying Betazed three times in one month, but to no avail. The Dominion still manages to

SIGNING TREATIES

The Federation stands alone

The Dominion signs nonaggression treaties in late 2373 with a variety of Alpha Quadrant races, including the Tholians, the Miradorn, and the Romulans. Bajor also accepts a treaty, on Captain Benjamin Sisko's advice, to guarantee its protection. This series of diplomatic victories is impressive by any standards, and it means the invaders can concentrate their efforts on the Federation-Klingon alliance without fear of a second front. The status quo remains for most of 2374, until the Romulans are fooled into declaring war on the Dominion in a masterful ruse devised by Sisko.



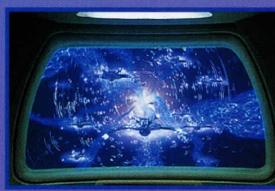
► **Captain Sisko** enlists the aid of the Cardassian **Garak** and **Grathon Tolar** to create a false holo-recording of Dominion agents plotting to invade the Romulan Star Empire.



► **The holo-recording** is deemed a fake by Senator Vreenak, but its mere existence, and his subsequent death, serve the same goal – to draw the Romulans into the Dominion war.

Conquest

Weyoun, Glinn Damar, and Gul Dukat oversee the Dominion's move into Bajoran space - and station DEEP SPACE NINE.



Thwarted

The Prophets cause a Dominion fleet to simply disappear in early 2375.



The tide is turned

The presence of the Breen poses a significant threat to Federation forces.



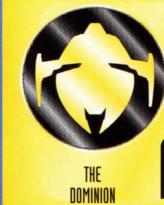
Victory

The effort to retake DEEP SPACE NINE is a notable Federation success.



New allies

The Breen prove to be worthy allies to the failing Dominion in 2375.



The Guide to the STAR TREK Galaxy

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ANNEXING FEDERATION WORLDS



bring in reinforcements and fortify its positions on the surface.

The strategic importance of Betazed cannot be understated. It is a thrust into the very heart of the Federation by a cunning foe. The Dominion is put in a position where it can threaten Vulcan, Andor, Tellar, and Alpha Centauri. It is uncertain what happens to the population under Dominion occupation; their telepathic abilities could be a boon for the occupiers if it is able to be harnessed, or it might be an added complication in maintaining control.

The plot thickens

The Dominion solidifies its hold on the Kalandra Sector in 2375, as it tries to establish a supply line running through Betazoid space into the Argolis Cluster. This will, if successful, enable an attack on Vulcan to be launched. The Seventh Fleet apparently manages to cut this line near the Tibor Nebula.

The Chin'toka System remains the most bitterly-fought 'soil' in the war. It actually falls within Cardassian borders, but the Federation seizes it in 2374. It remains a battlefield for much of 2375, until it is taken back by the Dominion when their newest allies, the Breen, deploy an energy-dampening weapon on the Alliance fleet sent to reinforce the region. This

An end to war
The signing of a peace treaty marks the end of Dominion occupation.

victory is of great psychological value, as it is the only foothold the Federation has in Dominion space.

Striking at the heart

The Breen are also responsible for a devastating attack on Earth, the center of the Federation, in late 2375, with Starfleet Headquarters in San Francisco bearing the brunt of the damages. Starfleet manages to destroy most of the attack force, but the population is left feeling weak and vulnerable.

The Romulan entry into the war forces a Dominion retreat from the Bolian System, but Breen commander Thot Gor feels

War
TEROK NOR is the center of activity for all of the Dominion's movements.

there are weaknesses in the Romulan line that can be exploited. The colony in the Unroth System is particularly susceptible to attack, as its long-range sensor array is undergoing repair. Gor's advice is presumably taken on board.

Starfleet's development of a countermeasure to the Breen weapon turns the tide decisively against the Dominion, which had pinned its hopes on the development in the face of the combined forces of the Federation, the Klingons, and the Romulans. The Founder orders a strategic withdrawal of all Dominion forces to Cardassian space in late 2375. A new defensive line is drawn up, but the Allied forces are determined to push home the attack, rather than give the Dominion a chance to rearm.

GALAXY FACTS

The Dominion constantly crosses Romulan space in 2374 to attack the Federation's exposed flank. The Romulans turn a blind eye to this infringement until it no longer suits their purposes.

Taking charge
Gul Dukat plots the latest war efforts from TEROK NOR's Operations center.

The war ends with the Dominion's first surrender in a millennium. The legacy of its occupation of so much of Federation space will, however, doubtless be felt for years to come.

CONQUEST BY STEALTH

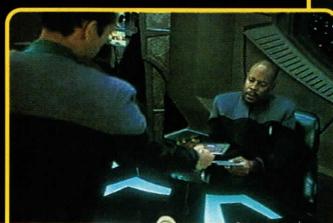
False diplomacy

In an unexpected move, the Dominion offers an olive branch to the Federation in mid-2373. They propose that the border between them be redrawn, with disputed star systems awarded to the side that already has effective control over them. On balance, the Dominion appears to be giving up more than the Alpha Quadrant powers.

This is, however, an example of typical Dominion strategy: offering to give up something valuable to gain a more valuable asset in the long term. The ultimate goal is to take control of the Kabrel System, which has a world rich in one of the base elements of the Jem'Hadar drug, ketracel white.

This plotting is deduced by a team of genetically-engineered 'mutants' and presented to Captain Sisko and Starfleet Command. The end result of the negotiations is unknown, but since the war continues unabated, it seems Starfleet takes heed and rejects the new border.

Dr. Julian Bashir
presents Captain Benjamin Sisko with a PADD containing the mutant's intelligence.



The erratic behavior of the genetically-advanced humans may appear to offer little, but their thinking makes sense.



Phoenix: History and Launch Sequence

The launch of Zefram Cochrane's *Phoenix* warp ship is of extreme importance to the future of humanity. As such, the procedure must follow a strict set of guidelines to ensure that the vessel's first flight goes off without a hitch.

In 2373, the crew of the *U.S.S. Enterprise NCC-1701-E*, under the command of Captain Jean-Luc Picard, travel back in time to 2063 to prevent the **Borg** from destroying Zefram Cochrane's experimental warp-capable ship, the *Phoenix*, and the consequent changes that would occur in the course of human history. A **Borg Sphere**, under direct control of the **Borg Queen**, is completely destroyed by the *Enterprise* while it undertakes an attack on the missile launching facility in central Montana that is used as the construction base of the *Phoenix*. Nevertheless, a significant amount of damage is caused to both the launch facility and the ship itself. Captain Picard subsequently orders a repair team to work on the damaged vessel in order to ensure that the ship does indeed fly as it should, and **First Contact** is successfully initiated with a passing **Vulcan** survey ship on detecting the ship's warp signature; Picard realizes that the damage caused by the Borg could still lead to the successful alteration of the timeline.

A rocket rises

The history of the *Phoenix* is well known to all Earth schoolchildren in the 24th century, as is the story of how Zefram Cochrane became the first human to develop faster than light travel, and the design of the rocket itself. Study of both Cochrane and the *Phoenix* is mandatory to every cadet's curriculum in **Starfleet Academy** – entire chapters are devoted to the historical impact of the vessel's flight. It is a historical irony that Cochrane uses a weapon of mass destruction to herald an era of peace after 600 million people are killed during the **Third World War**, and the vessel is aptly named after the mythical bird that is reborn from the ashes of its own destruction.

The materials and general design of the Titan V intercontinental ballistic missile forms an excellent basis for the systems Cochrane

and his coengineer, **Lily Sloane**, design and build onto the cylindrical rocket. Titan V missiles were originally developed by the old Earth United States military in order to deliver a nuclear-based payload from a low orbital trajectory onto specified targets. The additional weight of the twin warp nacelles, and three-man cockpit on the nose requires a number of modifications to be carried out during the *Phoenix*'s construction. It is unclear when Cochrane and Sloane begin this endeavor, but the launch date of April 5th 2063, somewhere around 11:15am, is approximately 10 years after the cessation of hostilities, and the post-atomic horror that ravages many parts of the planet Earth.

Critical damage

The *Phoenix* is modified by Cochrane and Sloane within its original protective silo, with the command center used to target and launch the missile also used as launch control for the project. During the Borg attack, extensive damage is caused to the launching area with virtually all of the project engineers killed despite being several meters underground; the *Phoenix* itself requires extensive repair. The structural integrity of the missile remains intact but there is significant damage to areas of the fuselage's titanium casing and the primary intercooler system, along with damage to the throttle assembly that floods the entire silo with extremely dangerous **Theta radiation**. Picard realizes that his crew has less than 14 hours to repair this damage, and orders **Lt. Commander Geordi La Forge** to arrange several teams to work from copies of the *Phoenix*'s blueprints that are held within the *Enterprise*'s database.

The **warp reactant intermix chamber** has to be reconstructed with available materials, along with a **warp plasma conduit** that is replaced by a length of copper tubing reinforced with a **nanopump**. Zefram Cochrane is consulted at all times on the repairs conducted



▲ **Lily Sloane** leans against the base of the **PHOENIX** as she succumbs to the radiation that is leaking from the damaged warp ship.



▲ **The PHOENIX** is built in a missile silo in the barren hills of Montana. What was intended as a weapon of mass destruction will be used for peace.



▲ **Lt. Commander Geordi La Forge** examines a piece of copper coil that the exuberant **Lt. Reginald Barclay** intends to use in the **PHOENIX**'s repair program.



▲ **Commander William T. Riker** finds living such a monumental moment from the past quite exhilarating. Zefram Cochrane just wants to get on with it.



▲ **The missile silo** in which the **PHOENIX** is stored contains a working control room from which all of the launch procedures are overseen.



▲ **The controls** within the cockpit of the **PHOENIX** have been fashioned specifically for the purpose of humanity's first warp-powered space flight.

Phoenix: History and Launch Sequence



▲ The blast doors within the missile complex are pulled shut in order to protect the personnel who will remain within the control room.



▲ Deanna Troi takes her place within the control room to ensure that the PHOENIX launch procedures go as smoothly as possible.



▲ An array of controls located within the cockpit of the PHOENIX must be operated in a specific order before the vessel can be launched into space.

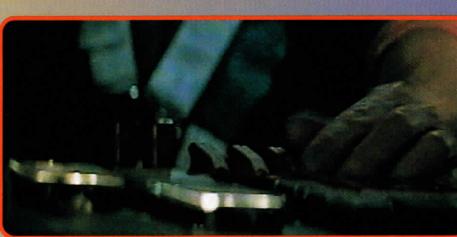
to his ship, and despite the various anecdotes he hears about his importance to history and a temporary refusal to go ahead with the flight, the *Phoenix* is finally rebuilt just in time for its historic launch.

The launch sequence begins with pre-flight checks of the *Phoenix*'s internal systems, at least an hour before the scheduled launch time, with Cochrane working from a carefully prepared checklist. At this time, the four massive reinforced silo doors are opened allowing natural light to spill into the silo, and the countdown continues within the launch center as their systems also undergo a number of tests. During the last few minutes of the launch sequence, the three-man crew of **Commander William T. Riker**, Lt. Commander Geordi La Forge, and **Zefram Cochrane** tighten their restraint straps within their seated positions and commence the final round of pre-flight checks within the cockpit.

Moments from lift-off

Once the crew is strapped into place the huge access door at the bottom of the facility is manually closed and locked off, sealing the *Phoenix* within the silo and protecting the personnel in the launch control room. A number of the access gantries surrounding the ship are retracted upward, and the crew readies the vessel for launch. FCR settings are flicked to active, the main bus is readied, and the pre-ignition sequence is initiated. At T-minus 40 seconds launch control confirms that the launch sequence checks have been completed, and the ignition sequence begins at 20 seconds. A verbal countdown is relayed to the *Phoenix* crew through their headsets, and while the main engine fires at around 10 seconds it is still possible to abort the takeoff from within the cockpit before firing. Once ignition commences the ship slowly begins to rise out of the silo, and within one minute it has reached enough altitude to jettison the old US Air Force outer casing and booster rocket stage to reveal the experimental port and starboard warp nacelles.

Such is the significance of Cochrane's flight that, after the *Phoenix*'s use, it is permanently exhibited at the Smithsonian Institute in order to display its revolutionary engineering and design. The real Zefram Cochrane may have developed the ship more out of a desire to retire to a tropical island than to become a pioneer, but the impact he makes on the **Alpha Quadrant**'s history is undeniable and, thanks to the crew of the *Enterprise*, unchanged.



▲ One of the most important objectives prior to the launch of the PHOENIX is for the three crewmen to tighten and secure their safety harnesses.



▲ Each crew member within the cockpit of the PHOENIX wears a headset through which they can receive messages from the control room.



▲ A countdown timer indicates in large, red numerical figures how many seconds remain before the launch of the PHOENIX.



▲ As the launch grows closer, the umbilical tethers that link to the PHOENIX disconnect, and the ship appears to vent gaseous streams.

◀ The PHOENIX rises from the ground to the astonishment of the surrounding crowds of onlookers.

▼ Cochrane is incredulous at the speed of the PHOENIX's flight. He is unaware exactly how this mission will usher in a new era for humanity.





FILE 40 OTHER STARSHIPS

Delta Quadrant Ships:

Encountered by the U.S.S. VOYAGER NCC-74656

OMEGA RESCUE SHIPS

FORE VIEW



STARBOARD VIEW



▲ The crews of the OMEGA RESCUE SHIPS pursue the U.S.S. VOYAGER NCC-74656 in a futile effort to retrieve their research.

Two Omega Rescue Ships are sent to stop the U.S.S. Voyager NCC-74656 from halting their scientist's experiments with Omega molecules in 2374. They fail in their mission.

STARSHIP LOG: 'THE OMEGA DIRECTIVE' [VOY]

RAMURAN VESSEL

DORSAL VIEW

▼ The U.S.S. VOYAGER NCC-74656 can only track the RAMURAN VESSELS with Kellin's help.

FORE VIEW



▲ Kellin uses her own RAMURAN VESSEL to travel to VOYAGER in search of a fugitive in 2374.

The U.S.S. Voyager NCC-74656 encounters at least three Ramuran Vessels in 2374, all of which are equipped with sophisticated cloaking devices. The first is piloted by the tracker, Kellin, while the next two vessels are sent to retrieve her from the Federation starship.

STARSHIP LOG: 'UNFORGETTABLE' [VOY]





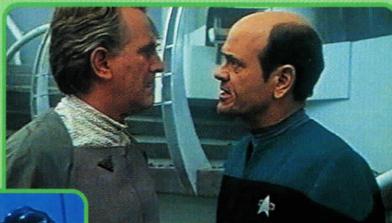
Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656

KYRIAN VESSELS

By the 31st century, **Kyrian** society views an encounter with the **U.S.S. Voyager NCC-74656** as a dark chapter in their civilization's history. The reactivation of a backup copy of Voyager's **Doctor** serves to realign history – and relate how two **Kyrian Vessels** attacked the **Federation** starship, and even succeeded in transporting an armed party aboard the vessel.

STARSHIP LOG: 'LIVING WITNESS' [VOY]

▼ The Kyrians maintain an extremely biased view of the **U.S.S. VOYAGER NCC-74656**'s encounter with their society.



▲ The Doctor corrects the historical record to take into account the Kyrian's assault upon **VOYAGER** which led to the death of three crew members.

TRAJIS LO-TARIK'S VESSEL

During the **U.S.S. Voyager NCC-74656**'s journey through a vast – and dangerous – nebula, **Seven of Nine** imagines that she comes into contact with a vessel piloted by **Trajis Lo-Tarik**. He states that he desires to be the first to cross the phenomenon – he has already tried five times – but the voyage would appear to be taking its toll; he claims he has had to rebuild his ship's engines twice already.

STARSHIP LOG: 'ONE' [VOY]

▼ Seven of Nine monitors **VOYAGER**'s progress through the nebula. During this time she apparently encounters only one ship.



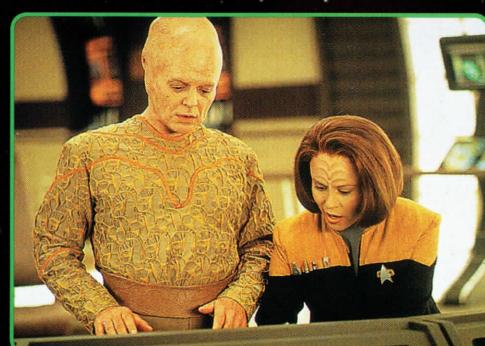
▲ Seven is unsure if her encounter with Trajis Lo-Tarik is a genuine experience, or a figment of her imagination caused by time spent alone.

U.S.S. DAUNTLESS NX-01-A



STARBOARD VIEW

DORSAL VIEW



◀ Arturis helps the crew of the **U.S.S. VOYAGER NCC-74656** become familiar with the systems of the **U.S.S. DAUNTLESS NX-01-A**. They are unaware that the vessel is actually his own ship.

The discovery of the **U.S.S. Dauntless NX-01-A** – what appears to be an experimental Starfleet vessel equipped with a **quantum slipstream drive** – offers hope of a swift return to the **Alpha Quadrant** for the crew of the **U.S.S. Voyager NCC-74656**. In actuality, the **Dauntless** is part of an advanced ruse created by the bitter **Arturis** to deliver Voyager's crew to the **Borg** collective.

STARSHIP LOG: 'HOPE AND FEAR' [VOY]



FILE 44 NON-STARFLEET HUMANS

Jake Sisko: Son of the Emissary

Jake Sisko is a boy of 13 when his father is first heralded as the **Emissary of the Bajoran Prophets**. He must come to terms with the significance of this role, and the fact that it might not always be a good thing for his father — or for him.

Jake Sisko faces many challenges as a boy. He loses his mother, **Jennifer**, in the **Federation**'s ferocious battle with the **Borg** at Wolf 359 when he is just 10 years old, and he is the sole comfort to his father in the bleak times that follow. He is also forced to relocate where his father's **Starfleet** career takes him, meaning that he has little chance to form lasting friendships.

Commander Benjamin Sisko's latest posting brings father and son to the frontier Federation station **Deep Space Nine**, orbiting the planet **Bajor**, in 2369. Jake must contend not only with these new, unusual surroundings and the lack of other children, but also the fact that his father is swiftly named **Emissary of the Prophets** by the spiritual leader of the Bajoran people, **Kai Opaka**. This position is highly

significant to the deeply religious Bajorans, and they look upon Sisko as more than a man.

A shared father

Jake does not enjoy having to share his father's already-divided attention, and it is only in later years that he begins to comprehend and respect the weight of responsibility that the role of Emissary carries with it. He initially believes that the Bajoran religion is "stupid" because of the emphasis it places on the Prophets. He agrees with his human schoolteacher, **Keiko O'Brien**, that the **Bajoran wormhole** is a scientific phenomenon, and the Prophets are simply aliens that live within it.

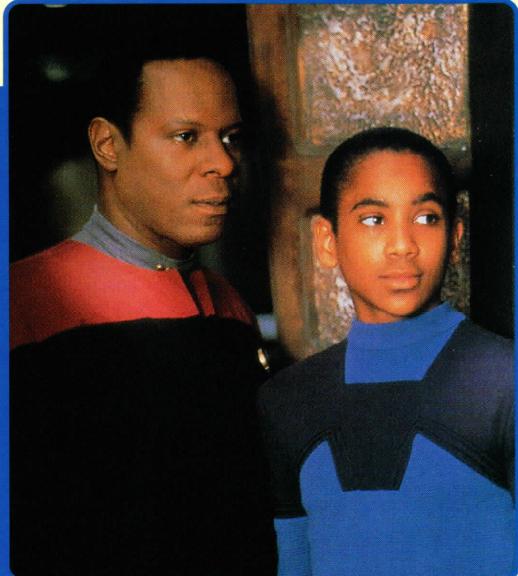
His father, enlightened by his own experiences, impresses upon him the fact that it is a matter of perspective. Linear time means nothing to the

PROFILE ON THE EMISSARY'S SON

NAME: Jake Sisko

REMARKS: Jake initially resents the fact that his father is a religious figure for the Bajoran people. He eventually comes to terms with Benjamin's role, and even hopes that his status as son of the Emissary will protect him during the Dominion war.

Jake Sisko does not initially understand his father's role as Emissary, but over time he accepts Benjamin's iconic status.



wormhole aliens, so in a way they could be described as Prophets. He also notes that faith is the one thing that kept hope alive in the Bajoran people during the long, burdensome **Cardassian** occupation. Jake listens and begins to understand.

Sisko's role does not affect Jake's life in any

direct fashion until 2373. His father becomes obsessed with the lost city of **B'hala** on Bajor and begins to experience **pagh'tem'far**, or sacred visions. These eventually threaten his health, but Sisko refuses to allow **Dr. Julian Bashir** to operate on him in order to stop the visions. They are too important to him.

Jake is anguished by this decision. He attempts to talk his father round, as he does not believe any

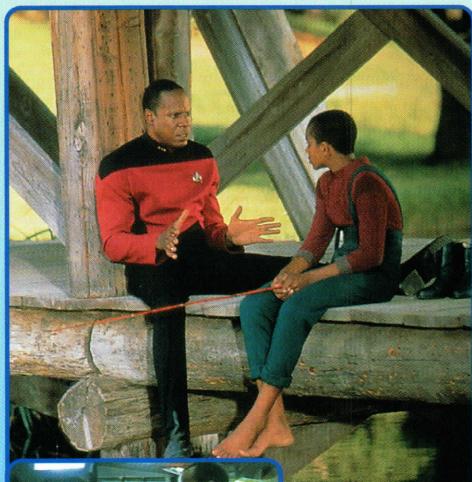
mystical experience could be as important as the fact that they might lose each other. The young man has already grieved for his mother, and the last thing he could face would be saying goodbye to his father just seven years later.

Difficult decision

Fate steps in, and the choice becomes Jake's when Sisko lapses into unconsciousness. His entire nervous system is depolarizing under the strain, and Bashir can only go against the captain's wishes and operate if he receives the consent of his closest living relative. Jake agonizes only briefly before agreeing; he tries valiantly to keep his emotions in check and weigh his father's desire, but the fact is that he still needs him.

Jake becomes more used to his father's status when he becomes an adult. He makes the earnest decision to remain behind on *Deep Space Nine* and

GROWING UP QUICKLY



Reluctant passenger
Jake clearly resents his father's assignment to the frontier station DEEP SPACE NINE in 2369.



Ailing
Dr. Bashir presents Jake with a difficult choice in 2373; he must decide between authorizing a medical procedure that his father has declined, or watch him die.



Lone son
Jake believes his status as son of the Emissary will protect him from harm.



Bond
Sisko's role as Emissary does not prevent him from caring for his beloved son.

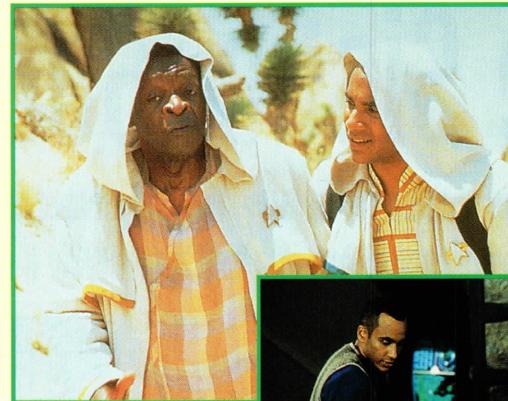
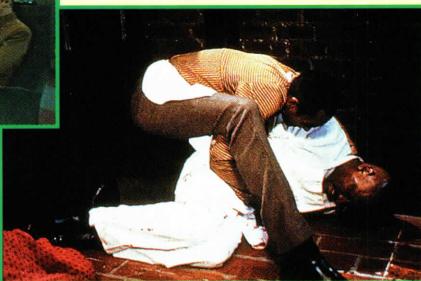


Jake Sisko: Son of the Emissary



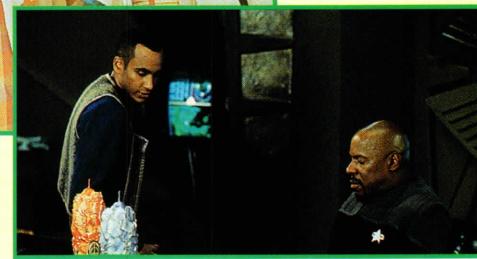
★ Savior

Jake is quick to aid his father when he is stabbed by a Pah-wraith fundamentalist in 2375.



★ Mission

Jake accompanies his father and grandfather to the planet Tyree in early 2375. The young man offers vital support during the search for the Orb of the Emissary.



★ Risky venture

Jake remains on DEEP SPACE NINE during the Dominion occupation. He even joins Major Kira's resistance cell.



★ To the future

Jake vows to complete his father's house on Bajor after Sisko's apparent loss.

★ Fearful

Benjamin Sisko's pagh'tem'far visions are a cause for concern for Jake.

★ Close bond

Jake and Kasidy Yates draw support from each other during Captain Sisko's most intense periods of Bajoran involvement.



★ Happier times

Benjamin Sisko and Kasidy Yates ignore the warnings of the Prophets in order to go ahead with their wedding in 2375. Jake is entirely supportive of this – it was he who brought the couple together.

"This Emissary stuff. It scares me a little."

— Jake Sisko considers his father's importance to the Bajoran people

report for the **Federation News Service** when the **Dominion** takes control of the station at the end of 2373. He banks his wellbeing on the fact that the Dominion knows he is the son of the Emissary and will be unwilling to alienate the Bajorans, with whom they have just signed a nonaggression treaty. This is, needless to say, a risky gamble, but it appears to be borne out. *Deep Space Nine*

is safely returned to Federation hands some months later.

Jake accompanies his father on the mission to the desert world **Tyree** at the start of 2375 to try and unearth the **Orb of the Emissary**. He also joins a trip to Bajor some months prior to this, when Sisko's presence as the Emissary is requested by archeologists excavating the ruins of B'hala. The young man voices

private concerns that Sisko seems to be taking his role so seriously these days. He does not think this is necessarily a bad thing, but it does make him uncomfortable. He worries every time his father receives a vision from the Prophets, and he lives in fear of the call from Bashir telling him that Sisko has fallen ill again because of them.

A sense of helplessness

It is this feeling of powerlessness that is the worst part. Jake cannot protect his father

from what the Prophets have in store for him, and he can do precious little but worry in the event that he is injured by the pagh'tem'far or similar experiences. **Major Kira Nerys** helps to alleviate these fears when she tells Jake that in some ways his father's duties as the Emissary are a blessing, as they distract Sisko from the grim business of the **Dominion war** raging across the **Alpha Quadrant**.

Coming to terms

Jake is sufficiently at ease with Sisko's duties by 2375 to jibe his father regarding his purchase of 12 **hecapates** of land in Bajor's **Kendra province**. Jake gleefully notes that Sisko's dream home will become a kind of shrine, with Bajorans journeying from all around to visit their Emissary.

The young man is angered, however, by the Prophets' intervention when Sisko finally proposes to **Kasidy Yates**. They maintain that his path is meant to be a different one. Jake is greatly in favor of the marriage, and he feels it would be good for his father. He argues bitterly that it is no concern of the Prophets.

Jake must, in the end, deal with his greatest fear: that the Prophets would take his father away from him. Sisko disappears into their realm at the end of 2375, but communicates through Kasidy the fact that he will one day be back. It is all Jake can do to wait, and hope, and go on living his life until his father is returned to him.

UNEARTHLY POSSESSION

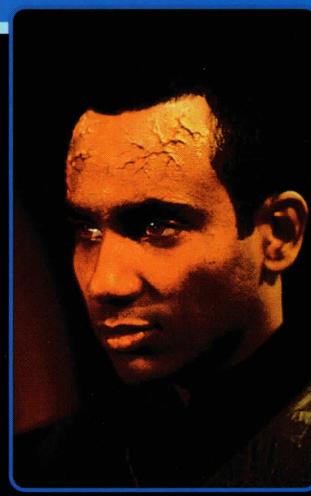
Vessel of the Pah-wraiths

Captain Sisko's role as the Emissary impacts on Jake in a very tangible way when the Pah-wraith **Kosst Amojan** chooses the young man as its host for the **Reckoning** – a battle with the Prophets foretold in the ancient texts. Major Kira is chosen as the vessel of the Prophets. The pair meet on *Deep Space Nine*'s Promenade in a battle of wills, during which the Prophet appears to be prevailing.

Sisko is placed in a terrible bind: if the Prophets succeed, Jake will die, but if they fail, all of Bajor will suffer. Kai Winn Adami saves him from making this decision by flooding the station with chroniton radiation, disrupting the confrontation and forcing both celestial beings to depart. Jake recovers, having gained a better understanding of the issues with which his father has been dealing for six years.

▶ Evil

The presence of a Pah-wraith within the body of Jake Sisko has an immediate effect on the young man's physical form. Thin veins spread outward across his forehead, and his eyes take on a gleam indicative of age-old evil.



FILE 44 NON-STARFLEET HUMANS

Dr. Janet Wallace

A dedicated and brilliant scientist, Dr. Janet Wallace's life is nonetheless marred by her conviction that, in the past, she made the wrong decision by placing her career ahead of love.

Dr. Janet Wallace does not fit the conventional stereotype of a scientific genius. Barely 30 years of age, she is an attractive woman with blonde hair arranged in an elaborate chignon. Her slightly plump, overripe prettiness, her refined British accent, and her husky, breathy manner of speaking might lead an observer to conclude that she is an actress or society hostess, instead of a distinguished expert in the field of endocrinology.

Rather than the abbreviated tunics favored by most women of the 23rd century, she drapes herself in flowing, floor-length gowns in a variety of warm colors, for a distinctive, dignified appearance.

A native of Earth, she is academically gifted in the field of medical research, having achieved her doctorate at an unusually early age. Shortly after qualifying and selecting her speciality, she meets and romances **James T. Kirk**, the future captain of the **U.S.S. Enterprise NCC-1701**, and the two begin a serious and passionate relationship. For a time, it

seems as if they may be permanently committed to each other; but his career in **Starfleet**, and hers in medical research, seem mutually incompatible, and their dedication to their respective fields proves an insurmountable obstacle, causing them to separate.

Distant life

Throwing herself into her work, Janet finds herself assigned to a remote colony, **Aldebaran III**, working under the distinguished scientist **Theodore Wallace**. The two grow closer during their tour of duty on the distant outpost, each attracted by the intellect and dedication of the other, despite the disparity of their ages - he is 26 years her senior. They marry, and for a few years they tour the known Galaxy as trouble-shooters, investigating problems and devising unorthodox but effective solutions. It is not a passionate relationship, and although Janet cares for and deeply respects her husband, she does not ardently love him. Nevertheless, it is a life of challenge and discovery, and she is contented.

When Theodore dies, Janet finds herself widowed at a young age. She continues as a consultant to Starfleet and various private institutions, but her motivation is gone, and her future

Old flames

Wallace and Kirk still have feelings for one another, despite the events of their separation.

PROFILE ON JANET WALLACE

NAME: Janet Wallace

LIFE FORM: Human Female

OCCUPATION: Doctor of medicine, specializing in endocrinological research; a freelance consultant with a reputation for solving difficult problems.

REMARKS: Six years prior to visiting the **U.S.S. Enterprise NCC-1701** in 2267, Dr. Wallace and James T. Kirk had a passionate romantic relationship, but broke it off because of the demands of their respective careers.

KNOWN RELATIVES: Theodore Wallace (husband, deceased)

FIRST SEEN: 'The Deadly Years' [TOS]



▲ Dr. Janet Wallace's beauty is surpassed only by the intellect that has led her to forge a remarkable career in the field of medicine.

appears lackluster.

In 2267, however, she receives a summons from the *Enterprise*, under the command of Captain James T. Kirk - the man she loved and lost more than six years previously.

On **Stardate 3478.2**, a landing party from the *Enterprise* arrives for a routine inspection of the scientific colony on **Gamma Hydra IV**.

The team is

shocked to discover that of the six colonists, all but two have died of extreme old age, and the survivors - aged 29 and 27 - are decrepit and senile, following their colleagues

into extinction soon after the landing party's arrival.

As they investigate the phenomenon, the members of the landing party discover various symptoms - fatigue,

RADIANT DOCTOR ABOARD

★ Hearing

Wallace is present during Kirk's competency hearing.



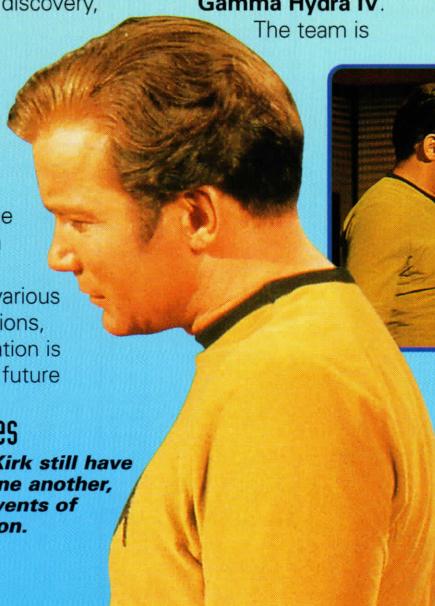
★ Face to face

Wallace and Kirk are reunited aboard the **U.S.S. ENTERPRISE NCC-1701** in 2267.



★ Listening

Dr. Janet Wallace still commands the trust of Captain James T. Kirk.



Dr. Janice Wallace

★ Teamwork

Nurse Christine Chapel, the aging Mr. Spock, and Dr. Janet Wallace work furiously to find a cure.



★ Partners in medicine

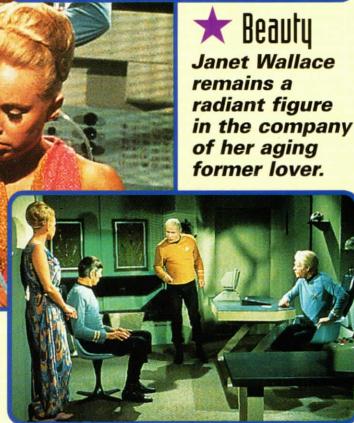
Nurse Chapel and Dr. Wallace work calmly and professionally as their colleagues age rapidly.

arthritis, and hearing problems – which indicate that they, too, have contracted the condition, and are aging at the approximate rate of 30 years every 24 hours. There are variances, dependent on the individual's metabolism, but the estimate is that the entire landing party will die within a week – and lose their mental acuity well before then.

There is one exception; **Ensign Pavel Chekov**, the first of the landing party to discover one of the dead colonists, remains as young as ever. One of Dr. Wallace's tasks, when summoned to help in this crisis, is to discover what factor has caused him to be unscathed when the other members of the team are aging.

Reunited

Janet's feelings on being reunited with her former lover, Jim Kirk, are mixed. It is she who asks him to put their association back on a friendly level, rather than the excessive formality he employs in his own defense. She broaches the possibility of them resuming their relationship, but he dismisses the idea; he still has his career, and she still has hers, so why would the outcome be any different from before? Clearly, their previous involvement and estrangement still hurts Kirk as he has made no effort



to get in touch with Janet during their separation – except for a formal note of condolence on her husband's death – and even during this crisis, he puts barriers between them. Of all the women Kirk has known, it appears that Janet Wallace has one of the strongest holds on his affection, years after they separated.

The probable cause of the hyper-accelerated aging is revealed by analysis to be a rogue comet which passed through the **Gamma Hydra System** some time previously. Gamma Hydra IV's orbit took the planet through the comet's tail, and although conventional scans detect nothing, sensor sweeps in the extreme low level range detect a new kind of radiation, one inimical to humanoid life. Conventional radiation therapies prove ineffective, however, as does Janet's suggestion of a carbohydrate compound treatment which she and her husband used on Aldebaran III to slow deterioration in other life forms. One member of the landing party, **Lt. Arlene Galway**, tragically loses the battle against the syndrome, and dies of extreme senility at the age of 24.

The condition of Kirk and the other surviving personnel deteriorates during this period, and the efforts of Janet Wallace,

★ Nursemaid

Janet Wallace takes personal care of Captain Kirk as he succumbs to the effects of rapid aging.



★ Young and old

The young Dr. Janet Wallace proves to be the perfect foil to the aging Dr. Leonard H. McCoy. She maintains a level head as his condition worsens.

team to brainstorm along the lines of adrenalin. A pharmaceutical based on the human hormone epinephrine, adrenalin was once the standard treatment for radiation sickness just after the atomic age, but was superseded by **hyronalin**. Racing against time, Wallace, McCoy, Spock, and the indefatigable **Nurse Christine Chapel** synthesize an adrenalin serum which they believe will reverse the condition – but it is untested, and the effects could also be lethal. Kirk insists on being the first subject; by this time, the *Enterprise*, under the command of a bewildered administrator with no line experience, is being attacked by **Romulans** for trespassing in the Neutral Zone. By the time tests are conducted, the ship could be destroyed.

The injection is administered, and Kirk goes into violent convulsions – but he does recover; the treatment is successful. Racing to the bridge, he executes an elaborate bluff which compels the Romulans to retreat, allowing the *Enterprise* to withdraw from the Neutral Zone.

Disaster averted, Janet and Kirk part, not without regret, but aware that despite their deep affection for each other – and the proximity they were placed in during the crisis, which heightened their dormant emotions and caused some unwise things to be said – both are still too involved with their respective careers to commit to a permanent relationship at present.

"Our situation doesn't have its roots in logic. The heart is not a logical organ. When I married Theodore Wallace, I thought I was over you. I was wrong." — Dr. Janet Wallace

Dr. Leonard H. McCoy, and Mr. Spock to find a cure are diverted by having to attend an Extraordinary Competency Hearing to relieve Kirk of command. In the absence of other competent officers – Spock and Commander **Montgomery Scott** also being affected by the condition – a VIP passenger, **Commodore Stocker**, takes command of the ship, and elects to take the afflicted crew members to **Starbase 10** for treatment by the shortest possible route – straight through the **Romulan Neutral Zone**.

Glimmer of hope

Relieved of duty, Kirk has little to do but visit sickbay and harangue the medical team, but it is his recollection of Chekov's shock and terror when he first encountered a dead colonist which prompts the

AN OLD, OLD FLAME

Back together

Despite the fact that he is suffering from hyper-accelerated aging, Janet wishes to renew her former relationship with Kirk, but his paranoia, exacerbated by the disease, causes him to doubt her motivations. He suspects that she questions her ability to find a cure for the condition, and is merely trying to make his last hours happy ones. He bitterly asks, "What are you offering me, Jan? Love? Or a going away present?"

▶ Anger

The aging Captain Kirk vents his anger and frustration on Dr. Wallace. He feels that her sympathies are misplaced, and she merely hopes to make his last few hours as bearable as possible.





Q and Fatherhood

Q is an original. His omnipotence affords him an intellect, and ego, unsurpassed in the Universe, but this is not enough. Q wants to be a father, and when he becomes one, he experiences challenges even his mind could not imagine or foresee.

Fathers often consider themselves to be omnipotent, but in the case of Q, he really is. He is the first father of the **Q Continuum**, and he has no examples from which to learn or follow. This super being has one super task ahead of him: raising a son with the same spirit and penchant for mischief as he has.

Q's reasons for wanting to become a father are difficult for him to reveal. Initially, he tells **Captain Kathryn Janeway** of the **U.S.S. Voyager NCC-74656** that he is lonely. Having a child with her would give him the stability and security that he has been missing over the past billion or so years. Janeway doubts his sincerity, especially after meeting the divine Q **female**, and learns the true reason behind his quest.

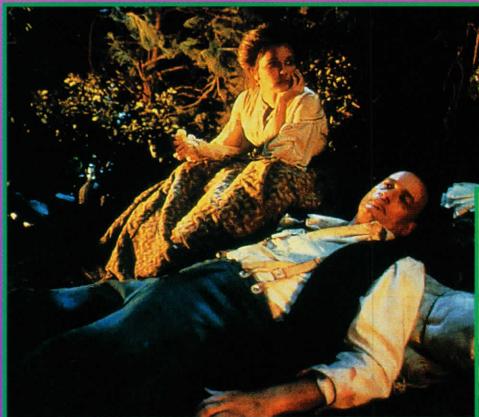
The Continuum has fallen into civil war after the Q known as **Quinn**

committed suicide. A power struggle between those who seek independence and individuality, and those who want to retain the status quo is raging. Q believes he has the solution. By combining his omnipotence and infinite intellect with the best qualities humanity has to offer – Janeway – this infusion of fresh blood, this new sensibility, and new leadership will bring the Continuum a messiah.

Conception

Q, as arrogant as ever, believes that by fathering a child he can save the world. What he is not prepared to do is raise it; that is what he needs Kathy for. She explains to him that a sprinkle of human DNA will not solve any problems. The best of humanity comes from generations of values and principles passed from parent to child; she will not be party to his empty coupling, and suggests he take up with

BURDEN OF BREEDING



Hard truths

Janeway explains to Q that children are not born with the best qualities; they must be reared with the best values.



Mutually gratifying
The new parents are breathless after their erotic exertion. They already know a child is on the way.

PROFILE OF A FATHER FIGURE

NAME: Q

FAMILY: One Son, Q Junior

LOVERS: Too many to count, but his choice of mate was confined to two women: Captain Kathryn Janeway, and the Q female.

REMARKS: Q turns to Captain Janeway as an authority on parenting, despite her inferior intellect, when he encounters insurmountable difficulties with his son, Junior.

STARSHIP LOG: 'Q2' [VOY]



Q's omnipotence fails him in the ever-challenging arena of parenting. He clearly loves his son, but has difficulties expressing his affection, and assuming the role of father once Junior passes from infancy to adolescence.

the female Q.

Q's cosmic clock is ticking louder than ever when he is nearly shot on a firing range, but he finds a willing procreator in the female Q. The two brainstorm, put their fingers together, and the deed is done – the first impregnation of the

Continuum. Moments later in Janeway's ready room on *Voyager*, Q appears with his baby son. She admits fatherhood agrees with him when he says he looks at the universe in an entirely different way now. He "can't just go around causing temporal anomalies or **subspace** inversions without considering what kind of impact it will have on his son."

Before he returns with his son to the "old ball and chain," he makes a request – that Aunt Kathy be his son's godmother. He wants her to teach junior about love and conscience. Janeway is honored, and is forewarned she will be asked to baby-sit.

Proud father

Four years later, Q returns with his son. She does not recognize **Junior**, until Q points out the family resemblance. Q is not here on a social call, he has returned to *Voyager* in hopes that Janeway's positive influence will rub off on the youngster.

As with many relationships, Q and the female Q's bond could not withstand the pressures of parenthood. Neither of them had experienced a Q infant or child, and once adolescence set in, Junior proved too much of a handful. She was



Q and Fatherhood



★ Discipline
Q has no problem admonishing his son in front of others – even at the expense of hurting his feelings. He lacks sensitivity in dealing with him.



★ At his wit's end
Q abuses Aunt Kathy in her role as godmother. He has not one notion of how to nurture his omnipotent, yet adolescent son.

"I told them I refuse to belong to any Continuum that won't accept my son as a member. We're a package deal."

— Q asserts his fatherhood

THE FIRST MOTHER

The Perfect mate

Q wants to father a child. For some reason, despite his omnipotence, he decides he needs a mate to procreate – in a rare example of humility, he does not create his child in his own image, nor does he choose to reproduce hermaphroditically, and instead he searches for a mate.

It is Captain Kathryn Janeway who is his first choice of partner, but she rebuffs him at every turn, and wisely suggests that he take up his quest with someone with whom he has had a long-term relationship.

The eventual parentage of the child, this new breed of Q-ness, is the result of the first, and unique, bonding between the ubiquitous Q and his Q lady friend of four billion odd years. Q copulation is a new concept to them, as is pregnancy and procreation, but the two manage it in the blink of an eye. Q and the Continuum have always existed, but the next generation has arrived, and with it all sorts of growing pains.

That special glow

The female Q is the eventual vessel in which the first infant of the Continuum gestates. The details remain a mystery.

Sweet nothings

Q gets nowhere with Kathy, despite trying to seduce her in a clinging negligee.



★ Surprise!
No one is amused when Q reveals he is the Chokuzan Junior has antagonized. Creating a conflict to flex his parenting muscle wins him no accolades either.



★ Deathly consequences
Q leaves Icheb to die as a consequence of his son's unauthorized actions. He waits for Junior to redeem himself in the face of tragedy.

humiliated by his antics, disowned him, and blamed Q for everything. The bewildered Q is not only the first father, but also a single father.

Frustration

His dreams that Junior would inspire peace and compassion are dashed; instead of order, the boy has brought chaos. He dumps his son on Kathy, hoping that some of her **Starfleet** ideals will rub off on him. Upon his return, he is disappointed at the lack of progress, but believes her suggestion that once the boy gets to know him better, he will idolize him. Once again his notions of parenting are misguided.

Q is warned by the Continuum that if his son does not shape up to be an upstanding citizen, he will be rendered powerless. As Q lacks self-discipline, it is no surprise that Junior is a chip off the old block. The issue at hand, however, is that Q does not know how to instill responsibility or discipline in his son. He attempts to punish the boy in consequence to his actions, such as turning him into an **Oprelian amoeba**, and revoking his powers, but this instills resentment and despair in Junior, not any feeling of remorse. Q does not realize his 'do as I say, not as I do' approach toward parenting leaves his son rebellious and feeling misunderstood.

The Continuum threatens to expel Junior, because he does not exhibit exemplary Q-ness; this is a direct result of a lack of positive parenting. Q is unsupportive and unimpressed by the small accomplishments his son makes under Janeway's guidance, and instead of trying to teach his son how to be Q, he opts for his role as

father in absentia yet again.

The neglected youth runs away, and in the process antagonizes the **Chokuzans**, and endangers the life of his only friend, **Icheb**. This is later revealed to be a ruse, however, orchestrated by Q in an effort to force Junior into accepting accountability for his actions. With his newfound moral center, Junior is brought before the Q judges hopeful of having his omnipotence and limitless powers returned to him. The court rules against him, however, and Junior is left dejected in human form – as Q disappears again.

Junior does not believe he will see Q again, as he has left him behind not once, but twice. He honestly believes that his father does not want him around, and he feels rejected by the entity he wants to emulate. Q, however, does return. In exchange for the return of his son's powers, he has agreed to eternal guardianship of the boy. If he did not cherish the only child of the Continuum, he would never agree to spend forever with him.

The family man

In his usual dramatic fashion, Q has learned that with parenthood comes unconditional love; he has given up his freedom to take eternal custody of his son. Both Qs thank Janeway for her assistance: Junior gives her a room full of flowers, and Q shaves a few years of her return to the **Alpha Quadrant**. He does not send her all the way home, because as he says, and not without a strong dose of irony, "I'm trying to set an example for my son. What would he think if I did all the work for you?"



Starfleet Medical Equipment: 2365

The advances made in the field of medical equipment are of immense help to those Starfleet physicians serving aboard ships at the very edge of explored space. In 2365, Dr. Katherine Pulaski must use a number of specialized medical tools in order to ensure the best treatment — and the quickest recovery — for her patients.

Starfleet Medical is one of the most important aspects of Starfleet's service, offering critical and preventative care to active duty personnel as well as treatment for a wide variety of Federation members. Technological development and innovation is one of the most important aspects to Starfleet Medical staff, as new illnesses and treatment methodologies are discovered and developed, leading to a wide variety of specialist equipment available to doctors, surgeons, and nurses working within the service.

Shipboard facilities

The flagship of the Federation, the **Galaxy-class U.S.S. Enterprise NCC-1701-D**, warrants a significant medical facility due to the size of the vessel and its large crew complement. As such it is equipped with a number of specialized devices, which are utilized to great effect during the one year residency of **Dr. Katherine Pulaski** as chief medical officer under the command of **Captain Jean-Luc Picard**.



► Dr. Pulaski passes a handheld scanning device over Commander William T. Riker's body in order to determine how deep the infection caused by a thorny plant on the planet Surata IV has spread. Riker must remain as still as possible during this instance.

On Stardate 42695.3, Lt. Commander Data inadvertently breaks the **Prime Directive** by communicating with a young girl on the highly unstable planet **Drema IV**. His actions lead to the *Enterprise* carrying out a covert operation to stabilize the planet's tectonic plates, but Captain Picard is extremely concerned about the contact between this relatively unsophisticated race and his android officer. The captain and Dr. Pulaski discuss the possibility of removing all of **Sarjenka**'s memories regarding the communications she has conducted with Data, as well as her subsequent visit to the *Enterprise*. Pulaski suggests that isolation of the girl's chemically stored memories on the neurons of her cerebral cortex could lead to her short-term memory being removed. The procedure is agreed upon, and after the young girl is anesthetized, Dr. Pulaski uses a bed-mounted armature to carry out the procedure.

This device is attached to the right side of a standard medical treatment bed, and consists of a vertical dark gray support arm that

curves over at 90 degrees to form a horizontal link to a narrower pylon connecting the treatment head. The device can be left at the side of the bed until it is required for use, where it is pulled upright and positioned directly over the patient's head. The thick support arm contains a large touch-sensitive control pad, and is adjacent to a narrower interface located on the arm connecting the treatment head to the support column.

Active treatment

Once the angular gray colored treatment head has been carefully positioned over the forward part of the upper skull, the device is activated via the narrower control pad, and a thin white light projects over the patient's head from the flat, blue colored underside of the treatment head. Once the procedure has been completed and the memories isolated and removed, the patient can be left to recover or, as in the case of Sarjenka, taken back to *Drema IV* while still unconscious.

The memory eradication device is a relatively unobtrusive unit,

► The injury sustained by Commander Riker on Surata IV initially appears relatively harmless. Nevertheless, the infection soon spreads, thus necessitating the more advanced diagnosis equipment found aboard the *ENTERPRISE*.



► The presence of the alien girl Sarjenka aboard the U.S.S. *ENTERPRISE* NCC-1701-D in 2365 poses a dilemma regarding Starfleet's all-important Prime Directive.



► A course of action is determined wherein Sarjenka's memories of her interaction with the Starfleet crew will be removed in a non-invasive medical procedure.



► Dr. Pulaski prepares Sarjenka for the memory eradication procedure as carefully as possible; her alien physiology must be taken into account in such circumstances.



► As Sarjenka's most recent memories are removed, a thin band of light sweeps across her forehead. The procedure is harmless to the young girl, and she is later returned home.

Starfleet Medical Equipment: 2365



► The piece of equipment used to stimulate Commander Riker's memories is one of the most invasive and delicate items found in the ENTERPRISE's sickbay; Pulaski does not view its use lightly.

relying on scanning technology to carry out the treatment on the patient.

Invasive procedure

On Stardate 42976.3, Dr. Pulaski is forced to use a far more invasive piece of equipment in order to save the life of the *Enterprise*'s first officer,

Commander William T. Riker when he becomes deliberately infected by a predatory plant on the planet **Surata IV**. The highly resilient and ultimately deadly organism combines the effects of both a bacteria and a virus, invading the commander's nervous system and intertwining with the sciatic nerve at the molecular level.

The progress of the organism is monitored through the use of a specialist handheld scanner that consists of a thick rectangular light gray colored handle that attaches to an enclosed outer circular collar, with a highly polished gimbal-mounted inner circle connected to a cylindrical element in its center. The inner ring rotates within the outer ring during use, relaying information on the patient's



► The mental stimulator appears quite horrific as it is prepared for use. Seven thin probes close in on Riker's head, as the concerned Counselor Deanna Troi watches from nearby.

condition to the nearby medical scanners.

The virulence of the organism means that it cannot be killed without destroying the nerves it inhabits, and with the threat of death hanging over Commander Riker if it spreads to his brain, the only course of treatment left available to Pulaski is to use a specialized device that can force the neurons within the brain to stay active by direct electrical impulses.

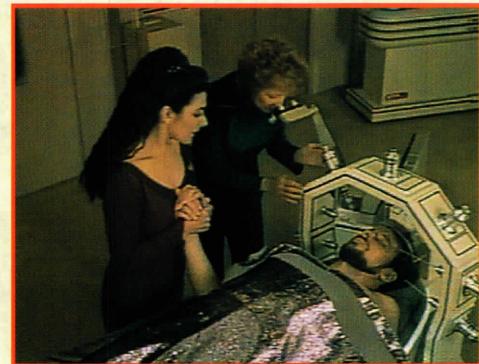
Mental stimulation

The stimulation device is a portable framework that can be positioned directly over the end of a medical bed in order to entirely surround the patient's head. The unit is constructed from a series of light gray colored tubular connecting struts, with the stimulator's base resting on a series of lockable wheels that allow the entire unit to be quickly pushed into position from any location within the *Enterprise*'s sickbay. The upper horizontal support arms of the device angle inward and upward, connecting to

a shorter vertical beam that forms the top of the stimulator. The right support strut has an outwardly angled armature projecting away from the framework, which supports two small eyepieces through which the physician can look in order to carefully position the device prior to the beginning of this most delicate procedure. Once the frame has been correctly placed, the seven slender probes built into the top and sides of the frame slide gently into the head of the patient; throughout the operation, the patient is held securely in place by a curved restraint that is connected to the underside of the treatment bed.

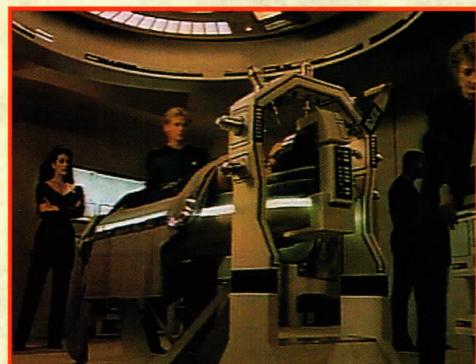
Projecting probes

The individual probes are built into the framework, with the upper sections of the units being much thicker than the protruding lower mountings. The upper sections are constructed of highly polished metal cylinders with flattened tops, with the lower telescopic probes housed in shorter cylinders inside the framework. Five of the seven probes are inline, with the lowest



► Throughout this operation, Commander Riker is securely strapped to the biobed in the center of sickbay. Even the slightest movement could cause irreversible damage to the first officer's brain.

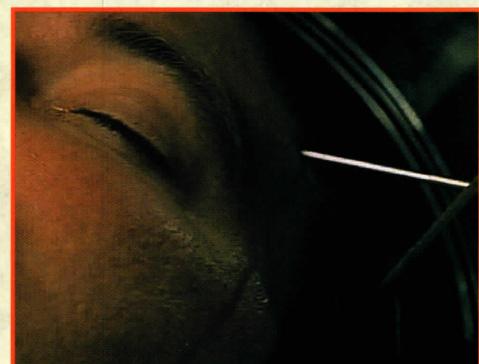
two angled upward into the rear of the skull behind the ear. Once the probes are in position, the doctor manipulates the various touch-sensitive control pads built into the outer surfaces of the framework to begin direct stimulation of the brain; they must also be sure to maintain a watchful eye on the results that are displayed during the procedure on the illuminated viewing eyepiece and a series of nearby scanners. In the case of Commander Riker, it is found that specific endorphins released by the memories generated through the direct stimulation have an adverse effect on the organism, and Dr. Pulaski uses the extremely sensitive controls to change the differential current pattern in the electrical impulses, thus generating negative memories that lead to the greater production of the endorphins that are poisonous to the organism. The treatment is ultimately successful, and the only indication that the operation has taken place are the small entrance wounds found on the skin of Commander Riker after the unit has been withdrawn.



► Dr. Pulaski ensures that she is assisted by at least one other member of sickbay's staff during the activation of this piece of equipment. She wants to be prepared in the event of an emergency.



► The seven probes are projected into Commander Riker's cranium. They are used to directly stimulate his memories in an attempt to fight off the parasite that has spread throughout his body.



► The thin probes leave small pock-marks on Riker's skin after they are retracted and the procedure is deemed a success. The marks will, however, disappear as his recovery begins.



'Homestead'

When the **U.S.S. Voyager NCC-74656** encounters a **Talaxian** colony located within an asteroid field, **Neelix** finds himself confronted with a difficult decision — return to his comfortable life aboard the **Federation** starship, or stand against hostile aliens alongside his own people.

During a celebration of **First Contact Day**, **Lt. Commander Tuvok** refuses to respond to **Neelix**'s requests that he dance. The party is soon interrupted by **Commander Chakotay** with news that sensors have identified a community of **Talaxians**. It has been a considerable time since Neelix has met others of his race.

The Talaxian life signs are traced to an asteroid field containing elements preventing them from being pinpointed. The field cannot be navigated by the **U.S.S. Voyager NCC-74656**, so **Lt. Tom Paris** and Tuvok accompany Neelix in the **Delta Flyer**. During the flight, Neelix tells Tuvok that he considers it his mission to have the **Vulcan** dance before they return to Earth; Tuvok suggests he find a more productive hobby.

Emergency landing

After tracing the Talaxians within an asteroid, the *Flyer* is harmed by detonations, and with shields and engines down it must make an emergency landing on the asteroid surface. Neelix awakens to find that he is being nursed by a Talaxian woman named **Dexa**. She attributes the explosions to miners searching for minerals within the asteroids, and expresses surprise that Neelix is accompanied by aliens. Her community has a policy of avoiding contact with others, so did not respond to *Voyager*'s hails. When Neelix arises to join Tom and Tuvok, he discovers he is being held captive.

Aboard *Voyager*, **Captain Kathryn Janeway** is contacted by a mining vessel claiming the mineral rights for the asteroid belt. They will not cease work to allow for a search party, but **Commander Nocona** promises to look for the *Flyer*'s occupants.

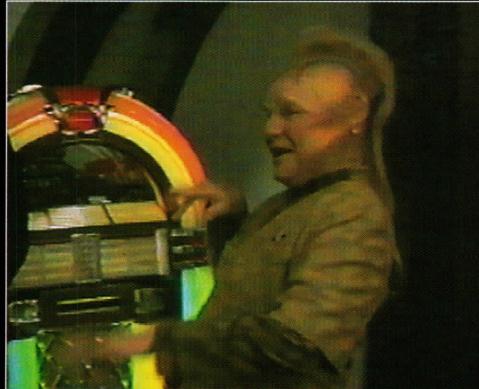
Dexa's son, **Brax** is happy to chat with Neelix despite being told otherwise, and when Dexa returns in the company of **Oxilon**, Neelix is freed. He suggests socializing, but Oxilon is adamant this will not include Paris or Tuvok, who have been asked to depart. With his friends shunned, Neelix states that he would also like to leave.

Neelix is extremely impressed with the manner in which the Talaxian community has adapted the technology from their starships to the requirements of constructing a working city within an asteroid. He is dismayed, however, at their xenophobia,

'HOMESTEAD'

"Long-range sensors have detected several hundred life signs approximately four point nine light years away ... They're Talaxian"
— Commander Chakotay

ON SCREEN...



1 The crew of the **U.S.S. VOYAGER NCC-74656** celebrate **First Contact Day**. Neelix fails in his attempt to have Lt. Commander Tuvok join in the dancing, however.



2 Commander Chakotay reveals that long-range sensors have revealed the presence of Talaxian life signs within a dense asteroid field in a nearby region of space.



3 Neelix joins Tuvok and Lt. Tom Paris aboard the **DELTA FLYER** to investigate the Talaxian signatures. The vessel crashes during the search, however.



4 Neelix awakens to find that he is being cared for by a Talaxian woman named Dexa. He is nevertheless surprised to find that she keeps him held behind a forcefield.



5 Aboard **VOYAGER**, Captain Kathryn Janeway speaks with the head of the mining consortium. He is adamant that the Talaxians must leave their colony.



6 Neelix marvels at the technology and resources that have gone into making the colony. All but one of the Talaxian's ships has been used in the construction of the base.

'Homestead'

noting it may be the last time he will ever meet other Talaxians.

Paris and Tuvok are repairing the *Flyer* when internal sensors reveal an intruder aboard. It is Brax, who wishes to see *Voyager*. On returning him to Dexa, Neelix sees her and Oxilon in discussion with Nocona, who intends to mine the asteroid, irrespective of the inhabitants' wishes; he delivers a deadline of three days.

Neelix agrees with Oxilon that fighting is not the solution, but with the *Delta Flyer* functioning he suggests Dexa and Oxilon ask Captain Janeway for aid. Brax also comes along, and already having an interest in starships, is inordinately impressed with *Voyager*. He asks about Neelix's station, and **Ensign Harry Kim** and Chakotay spare his awkwardness by claiming Neelix is the most versatile member of the crew, with many positions. Neelix learns that Dexa's husband died when attempting to farm land beyond that allocated by the rulers of the previous planet on which the Talaxian community had attempted to form a home.

Extended deadline

Despite Janeway's intervention, Neelix is unable to negotiate with the miners, who are obsessed with meeting quotas irrespective of the upheaval it will cause the Talaxians; he can only extend the evacuation deadline. *Voyager* will transport the Talaxians and their belongings to the nearest **Class-M** planet, but the fact that both Dexa and Brax are disappointed in Neelix is clearly evident.

When Neelix expresses safety concerns about the Talaxians' new home, stemming from several other races in the vicinity, Tuvok remarks that they would be vulnerable anywhere. He suggests that if they are to make a stand, their current home is best suited for it. Erecting shields would stop the miners, but a competent leader would be required to repel any preemptive attack. Tuvok believes Neelix could be that leader.

Not being an official member of *Voyager*'s crew, Neelix is not bound by **Starfleet** regulations, and takes his own ship to help the Talaxians. They will make a stand, but just before their shield comes online the miners stage a bombing raid. One bomb hits the target with minimal damage, and Neelix shoots down another. His ship is hit, however, and with his weapons offline he readies himself for a suicidal run to prevent another bomb hitting the asteroid. Just

before contact the *Delta Flyer* destroys the bomb, saving Neelix. Captain Janeway claims she is just helping a friend.

Brax asks that Neelix stay, but he says he cannot. Back on *Voyager*, however, he realizes his goddaughter, **Naomi Wildman**, no longer needs his company, and the idea

of life among his own people becomes increasingly attractive. He is saved an awkward resignation by Captain Janeway suggesting he be appointed a Starfleet ambassador to the **Delta Quadrant**. On Neelix's departure, Tuvok performs the beginnings of a dance.

ON SCREEN...



7 Dexa and Oxilon meet with Commander Nocona in order to try to come to an agreement. The miner reasserts that the Talaxians must leave their home.



8 Neelix also fails to safeguard the Talaxians' home. Instead, the crew of VOYAGER locate a new Class-M planet which is ripe for colonization.



9 Tuvok notes that Neelix has reservations about uprooting the colony. He states that Neelix could lead them to fight for their home.



10 Spurred into action by Tuvok's support, Neelix devises a method by which the Talaxians can erect a protective forcefield using dormant systems.



11 The mission to protect the colony is completed when the *DELTA FLYER* comes to the aid of Neelix by destroying a bomb he had planned to fly into.



12 Tuvok grants Neelix his wish prior to the Talaxian's departure from VOYAGER; the Vulcan taps his foot in a simple dance move.

STARSHIP FACTS

During the First Contact Day celebrations, Neelix serves cheese perogies – a favorite of Zefram Cochrane. The Doctor is concerned at their lack of nutritional value.

Lt. Commander Tuvok considers Neelix to be the most resourceful individual he has ever known. He also notes that during his time aboard *Voyager*, the Talaxian has developed skills well suited to a leadership role.



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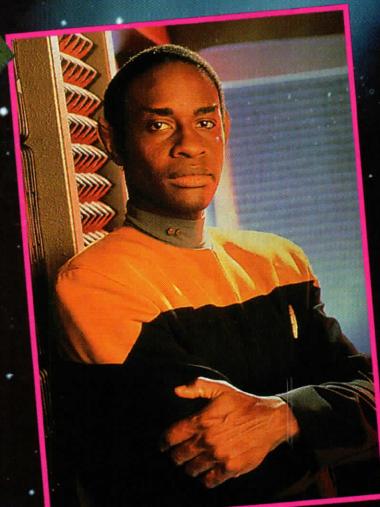
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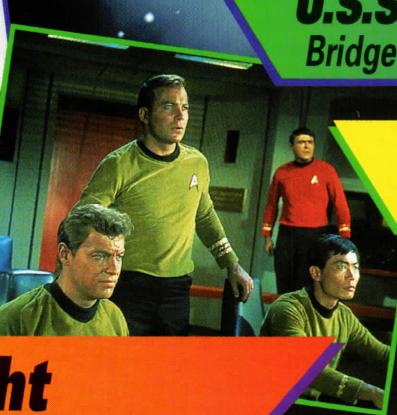


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Lt. Commander Tuvok
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NIGHTINGALE Takes Flight
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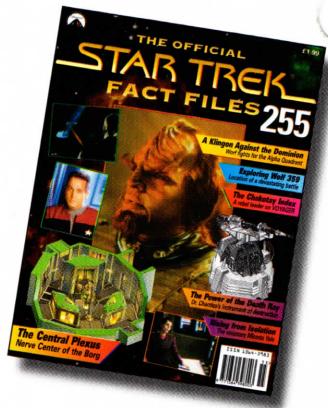
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U.S.S. ENTERPRISE NCC-1701-D:
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The Guide to the STAR TREK Galaxy

FILE 1 CARD 47

THE TUVOK INDEX

As the chief of security of the **U.S.S. Voyager NCC-74656**, as well as a close friend and confidante of Captain Kathryn Janeway, Lt. Commander Tuvok is perfectly placed to offer logic, advice, and support during the starship's long journey through the Delta Quadrant.

Tuvok: Security Chief



Tuvok's duties as Captain Kathryn Janeway's chief of security lead him to infiltrate Chakotay's Maquis cell in 2371.

FILE 43 CARD 53C

Tuvok uses Vulcan

mind techniques to aid the murderous Betazoid Lon Suder in 2372. Unfortunately, he in turn acquires some of Suder's own personality traits.

FILE 43 CARD 69



Ensign Lon Suder

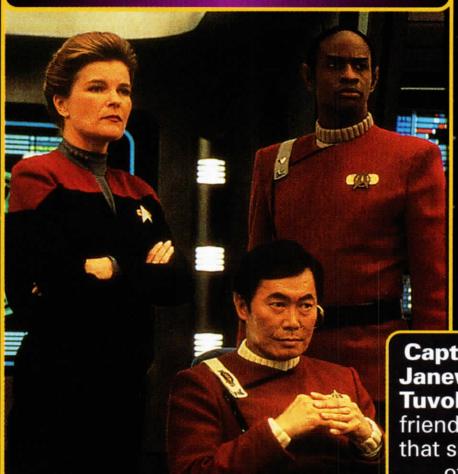
Lt. Commander

Tuvok is the perfect choice for the **U.S.S. Voyager NCC-74656**'s security chief. His profound sense of logic gives him strength in difficult circumstances where emotion might cloud judgment.

Lt. Commander Tuvok

FILE 43 CARD 53

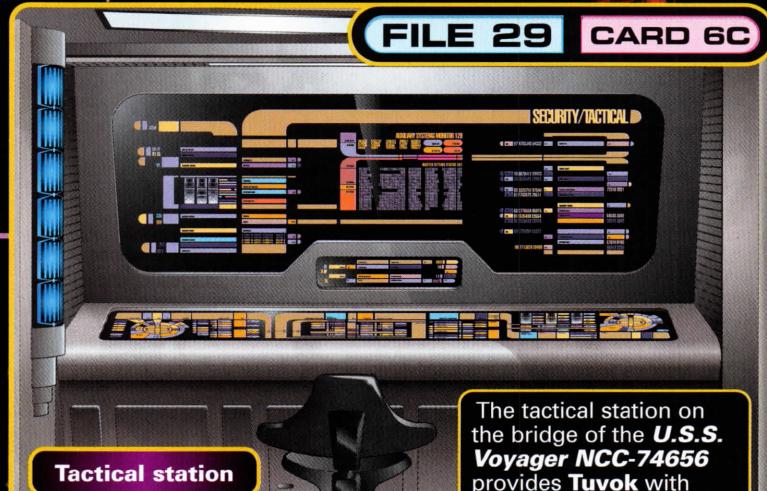
Tuvok and Captain Janeway



Tuvix

Tuvix is created when Tuvok and Neelix are merged by a transporter accident.

FILE 43 APPENDIX CARD 7

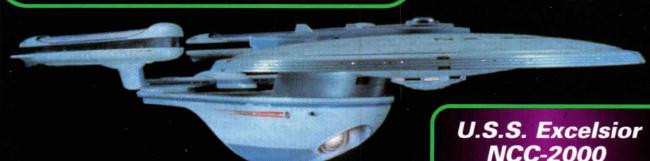


FILE 29 CARD 6C

FILE 43 CARD 51C

Captain Kathryn Janeway is one of Tuvok's most trusted friends. He requests that she take the role of **pyllora** in 2373, to explore his memories.

FILE 31 CARD 6



U.S.S. Excelsior NCC-2000

During his first Starfleet career, Tuvok serves as an ensign aboard the **U.S.S. Excelsior NCC-2000**. He finds this tour of duty difficult, and later retreats to the planet Vulcan.

The tactical station on the bridge of the **U.S.S. Voyager NCC-74656** provides Tuvok with complete control over the ship's defensive and offensive capabilities.

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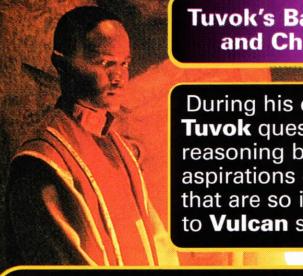
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THE TUVOH INDEX

FILE 1 CARD 47



Tuvok's Background and Childhood

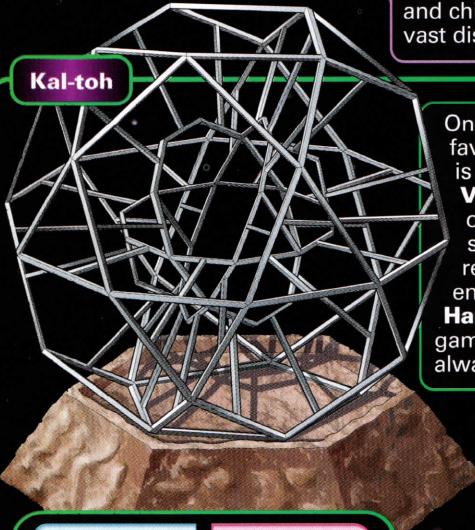
During his early years, **Tuvok** questioned the reasoning behind the aspirations of logic that are so important to **Vulcan** society.

FILE 43 CARD 53C

“...I am Vulcan. My natural emotions are erratic ... volatile. If I don't control them ... they will control me.”

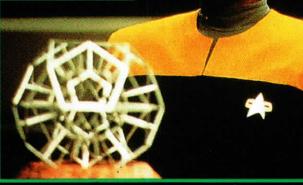
— Lt. Commander Tuvok

Kal-toh



One of **Tuvok**'s favorite pastimes is **Kal-toh**, a **Vulcan** game of logic and skill. He regularly engages **Ensign Harry Kim** at the game – and almost always wins.

FILE 8 CARD 6





FILE 43 CARD 53B

Tuvok's Vulcan Heritage

After initially resenting the **Vulcan** teachings, **Tuvok** later embraces, and becomes a strong advocate of logic.

FILE 1 CARD 92

T'Pel and Tuvok's Children



FILE 7 CARD 21

Tuvok notices the first signs of a degenerative mental illness in late 2377.

Tuvok's Quarters



Tuvok's quarters act as a private sanctuary away from the rigors of his duties.

FILE 29 CARD 9A

TUVOH STARSHIP LOG: Key episodes



‘Learning Curve’
FILE 71 CARD 15



‘Meld’
FILE 71 CARD 31



‘Innocence’
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‘Tuvix’
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‘Flashback’
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FILE 71 CARD 53



‘Worst Case Scenario’
FILE 71 CARD 64



‘Gravity’
FILE 71 CARD 104



‘Unimatrix Zero, Part II’
FILE 71 CARD 141



‘Repression’
FILE 71 CARD 144

The Guide to the STAR TREK Galaxy

FILE 4

CARD 37

CESTUS III



STAR SYSTEMS



STAR SYSTEMS

The site of a horrific massacre in 2267, **Cestus III** is eventually resettled and by the late 24th century is home to a thriving Federation colony.

Cestus III is an isolated and exposed **Class-M** planet "out on the edge of nowhere," according to **Captain James T Kirk**. From orbit the planet displays a strong orange coloration, while at ground level a clear blue sky is usually seen. Sometime before 2267 an **Earth Observation Outpost** is established on Cestus III under the command of **Commodore Travers**. Due to its remoteness from the heart of the **Federation**, some of the officers posted there elect to bring their families with them. The outpost is situated

on a level dusty plain, a few hundred meters away from a large rocky outcrop. There are no signs of vegetation or water in the area, although it would be surprising if these were not available somewhere in the vicinity.

Architecture

The outpost is surrounded by a broad curved stone wall about three meters high, supported by wide evenly spaced buttresses around its interior. There are narrow embrasures around the flat top of the wall, presumably for defensive purposes, and large round stones sit on plinths on either side of

the entrance.

It is a tragedy of immense proportions when the outpost is attacked by the **Gorn**, a cold-blooded bipedal reptilian species. The Gorn claim that Cestus III is in their territory and see the establishment of the **Starfleet** outpost as an invasion. Their initial salvo disables the outpost's **phaser** batteries, and they subject the defenseless base to a remorseless barrage, ignoring all signals of surrender. The outpost is virtually obliterated by the Gorn, with only the perimeter wall and the armory, partly protected by being located in a dug-out. The

► *Cestus III appears as an orange orb when seen from space. The U.S.S. ENTERPRISE NCC-1701 travels to this planet in 2267, unaware that the outpost here is under attack by the forces of the Gorn.*

▼ *The outpost on Cestus III takes the form of a large, low-leveled facility with an open courtyard in the center of its walled arena.*



THE RESURGENCE OF BASEBALL

Back in the ball park

The game of baseball originated on Earth during the 19th century and grew in popularity to become a major recreational and spectator sport over the next 200 years. For some reason, during the late 21st century its prominence declined, and many of the local and national leagues were disbanded. Presumably professional baseball players, such as **Willie Mays** in the 20th century and **Harmon 'Buck' Bokai** in the 21st, were replaced by practitioners of new sports such as parrises squares, anbo-jytsu, and velocity.

Baseball never dies out completely, however, and the existence of archive audiovisual recordings and, later, holodeck recreations of significant games undoubtedly help to maintain its attraction among a hard-core of devoted fans, including **Captain Benjamin Sisko** of *Deep Space Nine*. By the second half of the 24th century, a revival in baseball's fortunes is underway, particularly on Federation colonies such as Cestus III. It is likely that this is due in part to the scarcity of resources on some frontier worlds, and the realization that colonists can expend their recreational energies just as easily in the natural environment as they can in the confines of a holodeck.

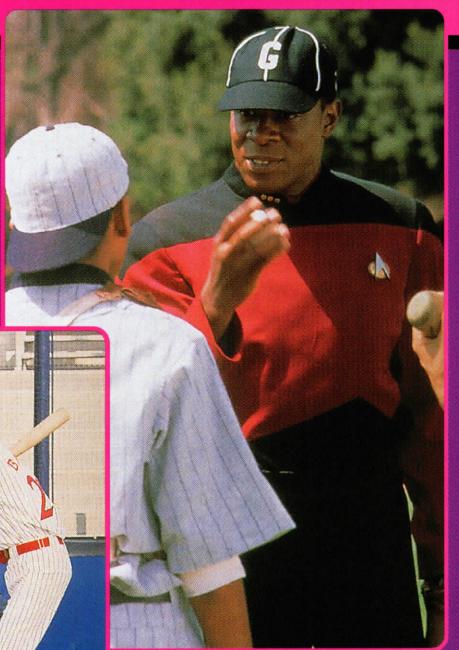


► *Commander Sisko receives a visit from an alien entity posing as his sporting hero Harmon 'Buck' Bokai in 2369.*

► *Baseball's resurgence continues apace. In early 2375, Captain Benjamin Sisko leads his senior staff in a match against a Vulcan crew.*

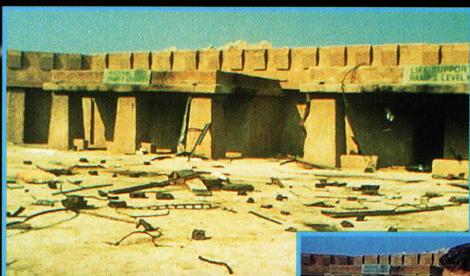


► *Sisko even uses baseball as an analogy for describing linear time when he encounters the wormhole aliens in 2369.*



GALAXY FACTS

- Pike City is named in honor of Starfleet Captain Christopher Pike.
- The Gorn attack on the Cestus III colony sets in motion a chain of events that leads to Starfleet's First Contact with the Metrons.



sandy ground is covered in scorch marks, debris, and large boulders from ruined buildings.

The Gorn send two faked messages that are intercepted by the **U.S.S. Enterprise NCC-1701**.

Ostensibly from Commodore Travers, they request the *Enterprise* to go to Cestus III and for Captain Kirk to beam down to the surface with his tactical experts. When the captain and his team arrive they find only one survivor, **Lt. Harold**, who is barely conscious and suffering from shock, radiation burns, and internal injuries. He is able to describe the merciless attack, after which Kirk manages to reach the armory and fight off the remaining ground-forces.

Renaissance

It seems that following the involvement of Kirk some form of diplomatic arrangements are made between the Federation and the Gorn, possibly as reparation for the loss of life, enabling Cestus III to be resettled. By 2369, the planet is home to a thriving colony, notable amongst other things for its liking for baseball. Within six months half a dozen teams are formed, including the **Pike City Pioneers** and the **Cestus Comets**.

The Guide to the STAR TREK Galaxy

FILE 4 CARD 37



CESTUS III

The open plan arrangement of the outpost provides little cover from the Gorn attack.



The youngest brother of **Kasidy Yates** plays for the Pioneers, and informs her about the results of all the games. The remoteness of the colony means that even in the 24th century it takes two weeks for a **subspace** transmission to get to **Deep Space Nine** from Cestus III, and a journey takes eight weeks at maximum warp.



The landing party from the **ENTERPRISE** fearlessly defend the outpost on Cestus III.

Cestus III is home to the Pike City Pioneers baseball team.

Captain Kirk uses all his tactical skills to repel the attacking Gorn from Cestus III.

Despite the devastation, Captain Kirk is adamant that he will save the outpost.



COLONIZING FAR-FLUNG WORLDS

Brave settlers, harsh worlds

It takes a combination of bravery, determination, and, in some cases, desperation to establish a settlement on an alien world. The doughty pioneers of planned expeditions are normally as well prepared as possible, taking state-of-the-art technology and plentiful supplies to their new home. There are many dangers in remote colonies, however, including cosmological and meteorological phenomena, indigenous life, and external alien threats. Over the years there have been numerous examples of attempts at colonization that have failed. The Bringloidi settlers are fortunately evacuated before their world is made uninhabitable by solar flares in 2364. A terraforming project on Velara III is abandoned after the discovery of inorganic 'microbrain' entities living on the planet. The Crystalline Entity has completely destroyed entire colonies such as Omicron Theta and Melona IV. Deadly predators like the Borg have also decimated colonies by their merciless attacks.

Some colonies manage to overcome such perils, but only with the help of Starfleet vessels. A misunderstanding between the pergum miners on Janus VI and the indigenous Horta is happily resolved through the intervention of Captain James T. Kirk and his crew in 2266. The so-called Genome Colony on Moab IV is threatened for a time by a passing neutron star core fragment in 2368, until assistance is provided by the crew of the **U.S.S. Enterprise NCC-1701-D**.



The U.S.S. **ENTERPRISE** NCC-1701-D retrieves the Bringloidi from their colony when it becomes uninhabitable.

Captain James T. Kirk is integral in forging a relationship between the Horta and the miners on Janus VI.



The Guide to the STAR TREK Galaxy

FILE 5 CARD 38



SPACE
PHENOMENA



SPACE
PHENOMENA

'HOMESTEAD' ASTEROID FIELD

For a group of **Talaxian** refugees, a vast, dense asteroid field is the place that they call home. It is a place where they hope they will be safe from persecution and attack.

Starfleet's records of this asteroid field in the **Delta Quadrant** come from information and scans recorded by the crew of the **U.S.S. Voyager NCC-74656** conducted in 2377, shortly before the starship finally returns to the **Alpha Quadrant**. The field comes to the notice of **Commander Chakotay** after signals of **Talaxian** origin are detected within it. On closer inspection, Voyager's crew discover a thick cloud of dust and debris, ranging in size from small micrometeoroids to massive moon-sized rocks.

Although the origin of this asteroid field is unknown, it is conceivable that at some point in the distant past, the material that comprises the belt was once one or more large planetary bodies, which were broken apart by a catastrophic gravitational event. Like the asteroid belt in Earth's solar system, this zone contains evidence of its former nature in the minerals and ores that exist inside the individual asteroids themselves.

Sensor failure

During its close-range scans of the belt, Voyager's sensors are severely hampered by the presence

of some of these ores, which create an interference field effect; minerals such as **nitrium** and **kelbonite** have similar blocking properties. Given the extremely high density

The asteroids vary in size, from the very small to the incredibly large. It is one of the larger rocks that contains the Talaxian colony.



The dense asteroid field appears on the main viewscreen of the U.S.S. VOYAGER NCC-74656 as a thick band of massive rocks gently tumbling together.

The close formation of the many asteroids means that a vessel of VOYAGER's size is unable to navigate within it.

A NEW WORLD

A little piece of home

After discovering Talaxian life forms within the asteroid field, Voyager crewman Neelix accompanies Lt. Commander Tuvok and Lt. Tom Paris on an away mission in the *Delta Flyer* to investigate; the remote detonation of a thermolytic mining charge close to the *Flyer* forces it down onto the surface of the Talaxian colony, and it is there that Neelix encounters members of his own race for the first time in years. Despite a cool reception and an initial distrust of outsiders, Neelix makes friends with a Talaxian woman named Dexa and her son Brax, and offers to assist the colony's Council Regent Oxilon in negotiations with Commander Nocona's miners. Oxilon's people are reluctant to give up the home they have spent so long constructing; they have dismantled five of their six starships to build it, allowing them to forge a community in the cavernous interior of the rock, and tapping the molten core with geothermal energy conduits.

Nocona's intent to detonate mining charges on the Talaxian colony asteroid still threatens them, however, and so with Dexa's support, Neelix leads his fellow Talaxians to prevent Nocona's attack by erecting an energy shield around the asteroid. After some serious consideration, Neelix and Voyager's commanding officer, Captain Kathryn Janeway, agree that he should remain on the colony with Dexa and Brax, continuing his nominal mission as Starfleet's unofficial ambassador to the Delta Quadrant. He leaves his home of the past seven years behind to find a new one with his own species.



In just a short amount of time, Neelix comes to consider the asteroid colony as a home away from home. He is quick to defend his new friends.



The interior of the colony is a marvel of engineering ingenuity. It uses parts that have been cannibalized from the Talaxians' starships.

Designation: N/A

Class: N/A **Quadrant:** Delta

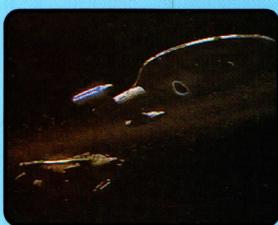
Heading: Asteroid field

Inhabitants: No apparent indigenous life forms, although a colony of Talaxian natives have claimed the interior of one of the larger asteroids as their new home. An unknown number of mining ships also operate within the field.

Features: A dense cluster of asteroids circling a distant star. This zone of rock and debris is rich in a number of minerals valuable to Commander Nocona.

Starship Log: Star Trek: VOYAGER 'Homestead'

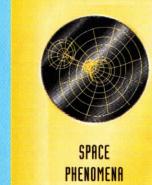
► The U.S.S. VOYAGER NCC-74656 flies alongside the mining vessel as the crew attempt to negotiate the Talaxian's future.



► Under the guidance of Neelix, the Talaxian colonists secure shield emitters on the surface of their asteroid in order to protect it.

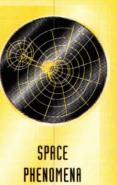
of the belt, it is likely that it is a young phenomena, in geological terms; the close-packed nature of the region's asteroids is enough to prevent even a smaller Starfleet ship like Voyager from traveling within it, requiring the use of smaller auxiliary vessels like the **Delta Flyer** or a **Type-9 shuttle** with modified deflector shields.

The largest asteroid within the confines of the field is a massive chunk of



The Guide to the STAR TREK Galaxy

FILE 5 CARD 38



'HOMESTEAD' ASTEROID FIELD

► Neelix leaves VOYAGER behind as he heads for the asteroid field and his new home among the Talaxians.



rock, with a limited gravitational field and a dense, molten core that is still geologically active. In addition to this, the surface is covered with vast fields of ice that can be broken down and processed into water and breathable gases.

Mineral rich

By volume, this asteroid contains more than 30 percent of the belt's entire mineral content, much like



► Neelix targets the weapons fired by the miners as they attempt to prevent the Talaxians from fortifying their home.



► The miners open fire on the single surviving Talaxian ship as it flies across the asteroid surface.



the asteroid Ceres in the Sol System, and it is here that a group of Talaxians have forged a colony, originally staking a claim there in 2372. A group of alien miners led by one **Commander Nocona** also claim jurisdiction over the belt, conducting mining

operations from his ship through the use of remote-controlled **thermolytic charges** – high-yield warheads capable of cracking open even the largest asteroids to facilitate easy processing of the minerals within. A state of increasing tension between

GALAXY FACTS

► The Talaxian colony inside the asteroid field is first established in 2372, after colonists are forced to leave the planet Phanos.

► The U.S.S. Voyager NCC-74656 first detects signs of life within the asteroid belt on April 5th 2377, the 315th anniversary of Earth's First Contact with the Vulcan species.

the Talaxian colonists and Nocona's forces exists until Voyager's arrival and the direct intervention of **Neelix**. As a Talaxian, and thus not bound by **Starfleet General Order One** – the **Prime Directive** – Neelix rallies the colonists to use their single starship to seed a series of 16 shield emitters along the asteroid surface to protect themselves. With the aid of the *Delta Flyer*, the Talaxians resist Nocona's attack and successfully stand their ground.

TERRORIZING THE TALAXIANS

Territorial conflicts

As well as being home to more than 500 Talaxian colonists, the asteroid field is claimed by a species of unnamed humanoids who insist that the zone and all its mineral content is theirs alone. It is not made clear what world these beings come from, but it could be possible that they are residents of a planet in the same solar

system as the asteroid field.

These beings have a stocky, muscular frame, and a physiology that suggests a reptilian nature, judging from the scaly form of their skin and its dark greenish cast. Clearly advanced, they are not only capable of apparent interstellar travel, but they also possess the technology for

directed-energy weapons and thermolytic explosives. The group of miners encountered by Voyager and the Talaxian colonists are led by a male named **Commander Nocona**, whose uniform and apparent rank denote a hierarchical structure in the alien's society, the code by which they live.

► The miners have a distinctly reptilian appearance, with sharply ridged faces, and pale skin. They all wear the same uniform, a tight fitting costume made from a material that closely resembles leather.



► The alien miners utilize a powerful vessel that can fire thermolytic charges in a precise fashion toward the surface of the asteroids within the field.



► The miners conduct a meeting aboard VOYAGER, but are resistant to negotiate a deal by which the Talaxians may remain on their asteroid. The most they will concede is an additional three days for the Talaxians to depart the area.





THE
FERENGI
ALLIANCE



THE
FERENGI
ALLIANCE

The Guide to the STAR TREK Galaxy

FILE 14 CARD 11

FERENGINAR: POST-ZEK REFORMS

The winds of change waft across Ferenginar in 2375, as the ultimate capitalist society finally reaches the conclusion that money is not the source of all happiness. Just the source of most of it.

The Ferengi have a reputation across the whole of the **Alpha Quadrant** and beyond for their business acumen and obsession with profit. Their society has been geared toward the acquisition of wealth and the notion that greed is good for many thousands of years, and most undoubtedly believed that it would stay that way forever.

By 2375, however, the mantra of survival of the fiscally fittest gives way to a more equal – and in some ways more practical – model of society. The atmosphere is ripe for change: children are no longer taught the **Rules of Acquisition** by rote, and one report states that over 40 percent of the population no

longer believes that one has to buy one's way into the **Divine Treasury** following their death.

A new vision

Grand Nagus Zek is the man behind the incredible raft of legislative reforms that change the face of Ferenginar forever over a few short months. His first move is to establish a **Congress of Economic Advisors** to filter and ratify all of the nagus's executive decisions before they can become law. This body acts to dilute the traditional, near-dictatorial power of the nagus's seat by providing a check and balance, and it moves Ferengi society further than ever toward 'dreaded' democracy.

The congress gets to work very quickly on debating and passing Zek's bold legislative program.

The reforms touch on many different areas of Ferengi life and business practise. Monopolies are made illegal, the dumping of industrial waste is prohibited to protect the natural environment, and labor rights are introduced, outlawing the legal privilege of demanding sexual favors from those in one's employ.

These issues tend to polarize Ferengi into conservatives and reformists. The former argue, for instance, that there is no point in doing business if you are not allowed by law to corner the market and gouge your customers, while the latter believe that there is something to be said for keeping prices down by ensuring healthy competition.

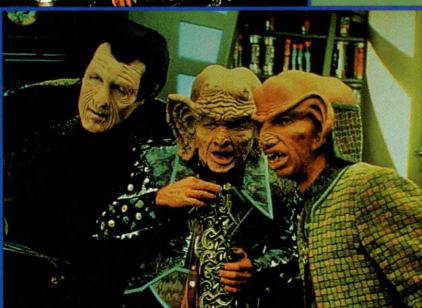
The most far-reaching reform approved is a



Grand Nagus Zek's relationship with Ishka is one of the main reasons for his willingness to embrace new concepts within Ferengi society.

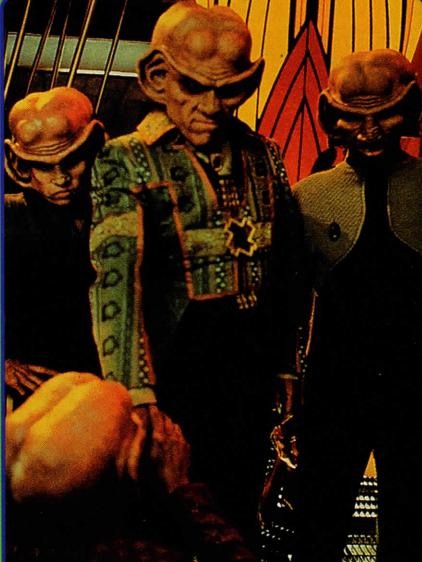


Zek urges Quark to pose as a woman in 2374 – a clear sign that he expects Ferengi society to change.



Zek shares a strong bond with Rom, despite the latter's lack of desire to acquire vast profits.

One of the most vocal critics of the new reforms is Quark, who declares his bar to be the last bastion of old Ferengi society.



New role
Quark's initial belief that it is he who will succeed Grand Nagus Zek leads him to acquire the sycophantic attentions of other Ferengi.



Nagus

Quark assumes the role of grand nagus with ease. It is a position that he has aspired to for many years of his life.

QUARK'S VISION

Greed is good

Ferenginar under Grand Nagus Quark would be a very different and much more conservative place. Quark, for all the values he has picked up from the 'hewmons' who frequent his bar, is a traditionalist dedicated to the pursuit of profit. His first act as nagus would be to roll back the reforms brought in by Zek, lest the Ferengi homeworld end up resembling a Federation planet.

He believes a nagus should lead by example; his greed should be a shining light and testament to the rewards of avarice. He boldly insists that if Zek wants him to take over the job, he will have to give him a free hand to rule in the way he sees fit. He would refuse to preside over the demise of Ferengi civilization as he knows it.

The Guide to the STAR TREK Galaxy

FILE 14 CARD 11



Another old Ferengi taboo, the labor union, is just one of the groundbreaking changes that the sympathetic new nagus will enforce.

FERENGINAR: POST-ZEK REFORMS



Rom is as shocked as anyone to learn that it is he - and not Quark - who will be grand nagus.



The surprise announcement is clearly evidenced on the faces of the new grand nagus, Rom, and his wife, Leeta.



Sexual harassment by employers is now forbidden in the newly equalized Ferengi society.



Even the most routine of bribes will be taxed to raise public coffers for new spending programs.



Affordable health care will remove the need for Ferengi to attempt treatment on themselves.

package of social programs aimed at improving the standard of living for the population as a whole. These include wage subsidies for the poor, retirement benefits for those of advanced age, and a health care infrastructure. These programs are funded

through the shock introduction of a progressive income tax. The use of a taxation system to raise revenue for government has previously been anathema to many Ferengi, and the very idea of such enforced redistribution of wealth

remains intolerable to the race's traditionalists.

The majority of Ferengi society, however, are obviously ready to endorse this change and others. There are certainly no reports of riots, attempted overthrows, or assassination attempts on Zek's life. It appears many believe that the concept of pursuing a tidy profit is not incompatible with a governmental safety net for those who fail. It helps that supporters of the reforms couch the proposals in familiar terms of reference, such as describing the planet's biodiversity as a precious resource that must be maintained.

A woman's touch

Zek's reformist zeal is undoubtedly influenced by the forward-thinking Ishka, his lover of some years. She is also the Moogie of Quark and Rom, both resident on the Federation station *Deep Space Nine*.

Her notions of equality and compassion would once have been considered repugnant, but they seem not so far-fetched in the new, enlightened days of Ferengi females being able to wear clothes in public and take part in business transactions.

Zek decides to retire from his throne shortly after all these new reforms have

been introduced. It is, of course, possible that he simply wants to pave the way to receiving a healthy pension - but it is more likely that he feels his work is done. He sets his sights on moving with Ishka to the pleasure planet **Risa**, where they can spend the winter of their lives in the perfect climate and among the perfect bodies.

Ishka also suggests that Zek consider Rom as his successor. The new Ferenginar he has fashioned will need a kinder, gentler nagus than ever before, and Rom would seem to be the perfect choice for the job. He is the natural heir to the new spirit, and a sympathetic caretaker to the sweeping changes that have been made.

Zek tries to contact Rom on *Deep Space Nine* to tell him the good news, but the message is actually taken by Quark. A comedy of miscommunication leads Quark to believe that Zek is naming him as the new grand nagus. He briefly enjoys the benefits of this misnomer, such as having old enemies like **Liquidator Brunt** prostrating

FERENGI FACTS

All bribes are naturally made deductible under the new taxation system introduced by Grand Nagus Zek and approved by the Congress of Economic Advisors.



Ferengi society will have to adapt to Zek's social reforms. It is individuals such as Brunt, who have spent their entire lives in service to a civilization driven by greed, who will have the hardest time adapting to this brave new world.

WHILE THE CAT'S AWAY

A world will change

Zek's reforms take place over a very short time in 2375, and thus remain unknown to Ferengi living offworld. The changes are registered in regular reports, but many Ferengi on business do not have the time to keep up with the latest news. They are naturally taken by surprise when they return to discover that business has changed forever.

Brave new world

The Ferengi race ultimately follows the same path as Earth did in the aftermath of the cataclysmic **Third World War** in the 21st century. It does not take a war to wring the changes on Ferenginar, however - merely a visionary leader. Zek's work, continued by Grand Nagus Rom, will undoubtedly characterize the society for centuries to come.



FILE 26 U.S.S. ENTERPRISE NCC-1701-E

SHIP:

U.S.S. ENTERPRISE NCC-1701-E

SYSTEM:

ACCESS HATCHES

LOCATION:

MULTIPLE DECKS

The complex design of Starfleet vessels requires a variety of passageways and access hatches to be located throughout the starship in order to facilitate maintenance operations. For the crew of the *U.S.S. Enterprise NCC-1701-E*, these also provide a means of escaping from the Borg in 2063.

Launched in 2372, the *Sovereign*-class *U.S.S. Enterprise NCC-1701-E* incorporates the very latest systems and components available to Starfleet designers. Featuring enhanced shields, weaponry, and propulsion the construction of the vessel nevertheless includes an extensive network of traditional **Jefferies tubes** and access corridors that allow engineers and maintenance teams to reach vital areas of the ship to carry out routine monitoring or repair. The wide variety of corridors, crawlspaces, and conduits feature a number of specifically designed access hatches in order to gain entrance to these areas, and while such doorways play a relatively mundane role in the life of a starship the importance of their design and location proves vital during the crew's battle with the **Borg** after traveling back in time to the year 2063.

Access all areas

The Borg initially take over Main Engineering, quickly moving through Deck 16 in order to assimilate the entire level. **Dr. Beverly Crusher**, her medical staff, and patients have to escape from sickbay through a small access hatchway built into one lower corner of the area. The actual entrance hatch is approximately one meter square, with the corners slightly rounded off within the light colored bulkhead panel and inner ledges smoothed off in order to minimize

injury for personnel entering the similarly sized corridor within. A small, vertical touch-sensitive control pad located adjacent to the top left of the entrance hatch serves as the opening and locking mechanism, although the hatch door will seal itself automatically when pulled closed from within the corridor.

The sickbay access hatch door consists of a reinforced inner series of plates bonded to the smooth outer surface that matches the color of the retaining bulkhead wall. The doorway is supported by four curved, polished metallic hinges connecting the green colored alloy interior to the inside right ledge of the entranceway, and also features a raised square design surrounding a hexagonal central section that incorporates a short pulling handle in its center. The outer edge of the door's interior has a rebated lip running around the doorway sides, fitting perfectly into a recess within the hatch. All of the access hatches aboard the *Enterprise* are constructed from extremely strong materials, and the fit between the doorways and the frames has to be precise in order to maintain an airtight seal in cases where the room may be depressurized.

Hatch size and strength

Once inside the maintenance corridors, a series of automatic doors open and close to further reinforce the vessel's integrity and security. The size of the doorways varies, but they all feature an override control pad built into the nearest bulkhead and a small red colored indicator bar that gives information on the exact location of the hatch. During their escape from the Borg on Deck 16, the medical team enter through a larger hatchway as they travel deeper into the maintenance corridors, although the access hatch used by **Captain Jean-Luc Picard** and **Lily Sloane** to exit the corridors in which they travel is much smaller at approximately half a meter square. The dark gray colored automatically sliding door opens to the right, allowing relatively difficult access to the lower part of the maintenance corridors within, and is designed more as an emergency entranceway than a regular access route.

Larger access hatches are provided in areas of the ship where maintenance crews may have to regularly work, and also double as secondary routes between decks in case of emergencies. The wide corridors built within the *Sovereign*-class vessel include large rectangular floor hatches located at intervals along the center of the floor, and are approximately one meter long



Access hatches are located throughout every corridor aboard the *ENTERPRISE*. Many of these can be opened simply by pulling a grab handle on their exterior panel, although a locking mechanism can be used.



Many of the hatchways aboard the *ENTERPRISE* are quite narrow, meaning that crew members must twist their bodies as they slide into the confined space behind the corridor bulkhead.



The main access hatch in the *U.S.S. ENTERPRISE NCC-1701-E*'s sickbay is positioned on a bulkhead beside one of the biobeds. The entire medical staff can evacuate quickly through this opening.



The access hatches lead to a network of Jefferies tubes that spread throughout the ship. This allows Dr. Beverly Crusher to guide her staff to safety from the encroaching threat of the Borg.



A series of access hatches are also positioned on the floor of the *ENTERPRISE*'s corridors. This allows quick and easy access to the lower decks of the ship when turbolifts are unavailable.



The access hatches allow the crew of the *ENTERPRISE* to check the lower levels of the ship for Borg activity. If discovered, any drones can be safely neutralized from above.

and half a meter wide, although larger square hatches are also provided in different parts of the ship. The upper surfaces of the hatches are covered in the same material as the surrounding floor, and feature two recessed latches that allow the panel to be raised until it is vertically orientated. In situations where more regular access to the hatchway is required, the door can be completely removed and positioned to one side to await refitting when the work has been completed. The inner surfaces of the hatch doors are colored light gray and feature an X-shaped raised support structure, with indicator marks located centrally on the four outer edges. Once a deck hatch has been





FILE 26 U.S.S. ENTERPRISE NCC-1701-E



► The Jefferies tubes themselves are quite accommodating, allowing personnel to move quite rapidly – if not as comfortably as might be desired – throughout the ship's network.



► Lily Sloane's introduction to the unfamiliar surroundings of the ENTERPRISE initially comes from being led through access hatches and Jefferies tubes.



► The access hatches have been designed with crew safety in mind; as such, they all feature rounded edges in order to ensure that personnel do not injure themselves as they enter or exit.

raised, a second lower automatic access panel slides into its housing and allows personnel to drop through the short open hatch to the deck below.

Large access doors are also built into the side bulkheads of the corridors, allowing personnel to reach systems fitted between the various rooms aboard the *Enterprise*. These hatches consist of two raised sectional rectangles on

the outer doorway, and can be opened from a centrally mounted latch on the inner surface, or by a release mechanism built into the upper ledge of the access panel. The long door drops to the ground, forming a gentle slope similar to the escape pod doors, although they are not as large as these vital doorways.

Method of escape

Rapid access to the escape pods is one of the most important design considerations aboard any starship, and the *Sovereign* class allows personnel stationed on most parts of the ship to leave the vessel within minutes in the event of potentially catastrophic situations. Located throughout the corridors of the *Enterprise* are a number of dark gray outwardly curving doors within the bulkhead walls, with



► Deck-based access hatches feature two latches on their upper surface, and another on the underside to allow them to be lifted up from the deck below, and provide access to the corridor above.



► Dr. Crusher offers Lily Sloane a helping hand as she rises through the access hatch that leads onto the ENTERPRISE bridge on Deck 1. The hatch itself is placed against the rear bulkhead.

these sealed exits automatically deployed as soon as the vessel's autodestruct sequence is initiated. The upper parts of the doors angle inward to form a flattened angled apex, with the flat underside creating an airtight seal with the retaining bulkhead surface. Releasing in quick succession, narrow support rods lower the curved outer edges to the floor, forming a smooth ramp to the meter and a half high entrance hatch that personnel can quickly walk up. As soon as the final part of the autodestruct sequence is initiated, the doors quickly close again, sealing the escape pods and their occupants off from the rest of the vessel and allowing their launch.



► The access hatches on the bridge allow the crew to leave the command center of the ENTERPRISE as and when they desire, particularly if the turbolift network is not available for use.



► Dr. Crusher, Lt. Hawk, and Lt. Commander Worf heavily guard the access hatch to the ENTERPRISE's main bridge. They cannot allow the Borg to claim this part of the ship.

RAPID ESCAPE

Departing the ship

The evacuation of the U.S.S. *Enterprise* NCC-1701-E in 2063 following Captain Jean-Luc Picard's decision to activate the vessel's autodestruct sequence is an example of the Starfleet crew's well-honed responses in such critical situations. With the announcement that the ship must be abandoned, the crew immediately head for their designated escape pods, calmly filing into the narrow access hatches one by one. When this procedure is complete, the hatches automatically retract into their housings, allowing the escape pods to be deployed. The automated systems of these hatches are also mated to a manual activation control, in the event that they are stricken by a systems failure.



► The escape pod access hatches require crew members to stoop as they quickly enter the auxiliary vessels in an emergency.

► The hatch doorways that lead to the escape pods lower to a gentle angle to form a shallow ramp. This helps facilitate the crew's ease of access to the pods themselves.



► Dr. Crusher, Lt. Hawk, and Lt. Commander Worf heavily guard the access hatch to the ENTERPRISE's main bridge. They cannot allow the Borg to claim this part of the ship.



FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

ENGINEERING STATION 2

BRIEFING:

FUNCTION AND LAYOUT

Following Starfleet design tradition, the **Intrepid**-class **U.S.S. Voyager NCC-74656** has a permanent secondary engineering control station located on the bridge on Deck 1. This station does not have to be permanently occupied, as its various monitors, systems, and interfaces are duplicates of the primary controls located within Main Engineering on Deck 11. Operational situations may occur that require the chief engineer to be present on the bridge, and although the flexible control systems allow engineering information to be directly routed to the tactical or operations stations, engineering station 2 provides far more detailed information and control over the engineering systems.

Engineering station 2 is located on the starboard side of the main bridge, forming the most forward operational position inline with the similarly designed science station directly opposite on the port side. Adjacent to the captain's ready room entrance, it is possible for

the operator assigned to engineering station 2 to take their station quickly due to the compact design of the main bridge, and have excellent lines of direct communication with other bridge officers, and the captain herself.

Location

The main viewscreen can be observed at an acute angle from this position, and while it is not as commanding as that of the conn or other stations located to the rear, it is more than adequate. Engineering station 2's design takes into account the fact that the operator may have to react to events portrayed on the viewscreen, so the far left section of the control area is deliberately elongated away from the retaining bulkhead walls in order to allow the chief engineer to manipulate controls in the viewscreen's line of sight.

The engineering station is a mixture of wall-mounted monitors, touch-sensitive control pads,



▲ The location and arrangement of engineering station 2 allows multiple personnel to observe the systems monitors within this confined section.

▼ The engineering console provides the chief engineer with a variety of interface screens with which to monitor the U.S.S. VOYAGER NCC-74656's systems.





FILE 29 U.S.S. VOYAGER NCC-74656



▲ The extended console unit allows the duty officer to work at the station while also able to see the main viewscreen.

and access hatches built into a recessed alcove formed by the shape of the bridge module's brown and silver colored interior bulkhead panels. The main control consoles are arranged just below waist-height, and a low backed movable stool is provided for the operative, although its design does not suggest that long-term occupancy is required at the station. The wall panels can be easily reached by standing, and the close proximity of all the controls means that a single operative can very quickly reach the required systems.

Systems analysis

Working from left to right, engineering station 2 begins with the aforementioned projecting console that allows operation of controls while watching the main viewscreen. Referred to as **LCARS** ergonomic access 2, the unit angles upward from a narrow corner where it attaches to the side of the primary LCARS control to its immediate right. The second LCARS incorporates a number of important monitoring and control systems, including the **emergency warp core ejection system** linked to Main Engineering. In cases where engineering is badly damaged and has to be evacuated, this control will be used to eject the core from the safety of the bridge, although this is viewed as a final measure. Located to the right of the ejection system are a number of configurable controls allowing manual override of the flight operations, access to navigational systems, and engagement controls for the warp engines. A manual X-Y pad allows various functions to be

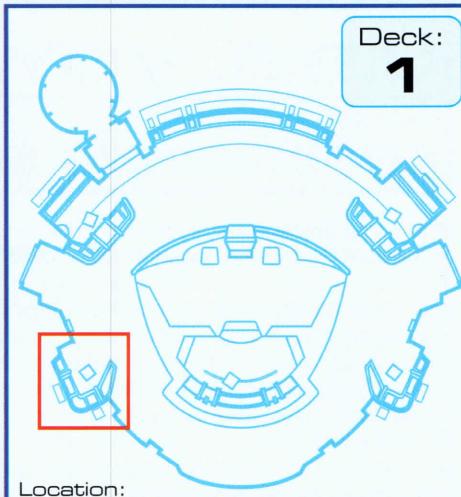


▲ Engineering station 2 may be vulnerable to systems overloads which can cause the console to explode in battle situations.

carried out, including activation of the **Reaction Control System** and manual course plotting if the other stations dedicated to these systems are damaged. Cruise mode, position verification, and the alert status of the vessel can also be monitored from this console.

The first LCARS is the secondary operator keyboard for this station, although its display has a larger surface area. A vertical bank of buttons runs down the left of the elevated interface surface, with the monitoring system on the right including the **photon torpedo** launcher controls and navigational information. Located directly above the first LCARS is the flat power distribution monitor, allowing a duty engineer to set parameters for shipwide power distribution, including the ability to override preprogrammed allocations to accommodate mission-specific and crisis situations. Built into the upper surface of the lower level curved corner to the right of the upwardly angled first LCARS is the small auxiliary systems panel 2 that ties in to secondary systems and utilities; mounted directly above this console unit on the vertically ribbed metallic bulkhead wall is a manual X-Y translation pad used to manually control the vessel's movements.

The largest panel within engineering station 2 is the upwardly angled LCARS manual access controls positioned at the rear of the station, directly beneath the compact LCARS system display mounted above. The display shows a variety of data on the vessel, including systems integrity checks, and continual scans of the ship. The LCARS panel includes RCS thruster



Location:
ENGINEERING STATION

control within its reconfigurable interfaces. Located at a lower level to the right of LCARS manual access is a smaller console built into a wall-mounted support frame that does not include an access hatch beneath it like the majority of the other interfaces. This small unit is a mixture of touch-sensitive buttons and a series of horizontal sliding bar readouts giving instant information on the status of the vessel's warp systems. This panel provides semi-automatic operation of the warp management networks, and also alerts the operative of potentially significant changes in the warp system's status. A narrow, illuminated strip built into the top of the bulkhead walls provides useful illumination, with a similar fluorescent light incorporated within the curve of the bulkhead above the small surface-mounted LCARS panel in the left corner.

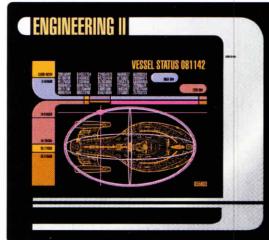
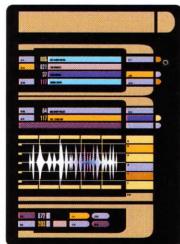
Revolutionary systems

Voyager is one of the first Starfleet vessels to employ the use of **bioneural gel packs**, vital elements within the ship's biologically based computer system that provide high-level data processing for the starship's complex operations. Access to three of these major gel pack systems is provided on the narrow bulkhead to the rear of the operative as they face forward, by three gray colored angled covers that slide down to reveal the vessel's interior circuitry and the gel pack itself.

ENGINEERING STATION 2: FORWARD CONSOLE

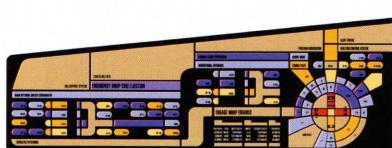
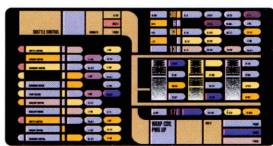
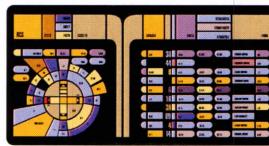
Engineer's controls

The engineering console features an array of controls on the left-hand side. These are arranged to give the duty officer ample view of the main viewscreen, and include an ergonomic LCARS console, secondary operator keyboard, and the power distribution monitor.



Systems overview

The controls on the right-hand side of the console include the primary operator's keyboard, an LCARS systems display terminal, and the warp systems monitor.





FILE 40 OTHER STARSHIPS

Delta Quadrant Ships:

Encountered by the U.S.S. VOYAGER NCC-74656

The **Night Beings' Vessel** is the primary mode of transportation for a reclusive species within a starless expanse of space. These ships are equipped with sophisticated stealth technologies to render them almost invisible to sensors.

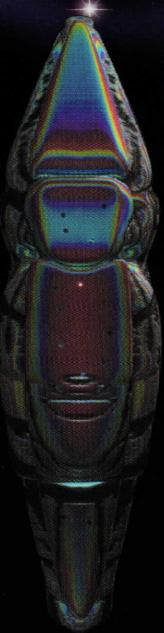
STARSHIP LOG: 'NIGHT' [VOY]

 The Night Beings fearlessly defend their region of the Delta Quadrant from the unwanted attentions of the Malon.



NIGHT BEINGS' VESSEL

FORE VIEW



STARBOARD VIEW



MALON GARBAGE SCOW

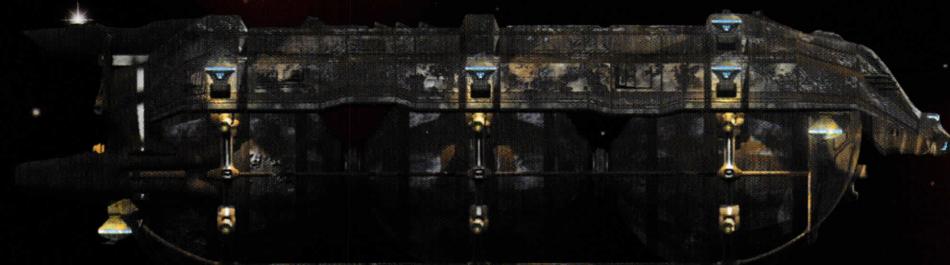
FORE VIEW



AFT VIEW



STARBOARD VIEW



 The hideously disfigured Malon use their mighty GARBAGE SCOWS to deposit vast amounts of harmful theta radiation in the distant region of the Delta Quadrant inhabited by the Night Beings. This prevents their own world from being polluted.



Malon Garbage Scows are transport vessels used to deliver a payload of at least 90 million isotons of **theta radiation** away from the idyllic **Malon** homeworld. These vessels are outfitted with a series of crude weapons, which fire **spatial charges** and can be used to repel attacks against them.

STARSHIP LOG: 'NIGHT' [VOY]



Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656

BORG SPHERE



DORSAL VIEW

The advanced Borg drone named One causes a BORG SPHERE to detonate after transporting aboard the vessel. One seeks to remove the Borg threat posed to the U.S.S. VOYAGER NCC-74656.



The U.S.S. Voyager NCC-74656 first encounters a Borg Sphere in early 2375, shortly after the creation of an advanced Borg drone – One – caused by nanoprobes from Seven of Nine fusing with the Doctor's mobile emitter. The Sphere is comprised of a similar design to previous Borg craft, albeit in a spherical configuration. This ship is deployed to investigate One's existence, and to draw his unique form into the collective – a task it fails in when he destroys the Sphere.

STARSHIP LOG: 'DRONE' [VOY]

SPECIES 8472 TERRASPHHERE 8



DORSAL VIEW



STARBOARD VIEW



PORT VIEW

SPECIES 8472 TERRASPHHERE 8 contains a perfect replica of the Starfleet complex in San Francisco.



The threat that Species 8472 believe is posed to them by the United Federation of Planets leads them to develop a vast training simulation, outside of their realm of fluidic space, in which they can prepare for a preemptive strike – an attack on the very heart of Starfleet. Terrasphere 8 contains a perfect replica of San Francisco, complete with members of Species 8472 in humanoid form – and one who even assumes the role of Groundskeeper Boothby. The Terrasphere maintains highly developed defensive systems to protect it from attack, and the whole station is powered by a series of 13 thermionic power generators.

STARSHIP LOG: 'IN THE FLESH' [VOY]

SPECIES 6339 SHUTTLE

The small vessel operated by members of Species 6339 is approximately the same size as a Federation shuttlecraft. By the time the crew of the U.S.S. Voyager NCC-74656 locate this ship it has been destroyed and only wreckage remains; it appears as if it was sacrificed while attempting to infect a Borg cube with a telemetric virus.

STARSHIP LOG: 'INFINITE REGRESS' [VOY]

Members of Species 6339 later travel to the U.S.S. VOYAGER NCC-74656 in order to plead with Captain Janeway to release the infected BORG VINCULUM.





Captain Kirk: Cheating Death

The indestructible Captain James T. Kirk cheats death many times during his long Starfleet career, aided by a combination of skill, luck, and reckless abandon. It is inevitable, however, that fate one day catches up with him.

Captain James T. Kirk faces death every day of his career. Starship captains – especially prior to the mid-24th century, at which point the most dangerous away missions became the preserve of the first officer – are constantly placed in life-threatening situations involving known enemies of the **United Federation of Planets**, hazardous **First Contacts**, or spatial anomalies.

Kirk is always one to wade in without regard for danger. He faces off against countless foes, often with just his wits and bravado to carry him through. He defeats **Romulans** and **Klingons** time and again. He also engages in mortal physical combat with the likes of the fearsome **Gorn**, in the battle rings of the **Providers** on **Triskelion**, and even against his own friend and first officer, when **Commander Spock** is under the influence of the **Vulcan Pon farr**.

He survives all of these

encounters. He is not foolish enough to believe in his own invincibility, but his refusal to accept such a thing as a no-win situation sees him through. Indeed, he thwarted the supposedly impossible **Kobayashi Maru** training scenario when still a cadet by reprogramming the simulation to allow him to win. He received a commendation for original thinking on that occasion – but it does not change the fact that he never faced certain death.

Taunting death

Kirk nevertheless makes preparations for the event of his death while he is captain of the **U.S.S. Enterprise NCC-1701**. He records a personal message to be played back by Spock and **Dr. Leonard H. McCoy**. Its style is typical in many ways of the man. He is sitting relaxed at his desk when he makes the recording. He has a slight smile on his face, indicating the contempt with which he has always held death,

PROFILE OF A DEATH-DEFYING LEGEND

2253: Reprogrammes the **Kobayashi Maru** simulator to remove the threat of a no-win situation.

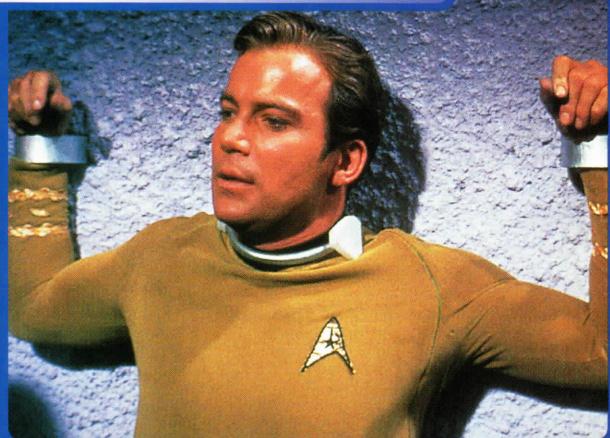
2267: Fights Gorn.

2267: Fights Mr. Spock, and must simulate death in order to survive.

2268: Disappears into a parallel universe aboard the **U.S.S. Defiant NCC-1764**.

2293: Pulled into the Nexus.

2371: Kirk's final death.



Any foe must conquer Captain James T. Kirk's indomitable spirit before they can take his life. Death has not proven a worthy adversary to this Starfleet officer over the years.

and perhaps the irony that it has finally caught up with him.

The captain anticipates that both of them will have trouble dealing with his death, and that will lead to increased friction between them. He defuses it from beyond the grave with some well-chosen words of encouragement. Spock should make use of all his knowledge and logic, but temper his judgment with

intuitive insight. McCoy, for his part, needs to recognize that Spock is the captain, and he is deserving of the same loyalty Kirk has always received.

Premature demise

The need to play this message comes only once during Kirk's five-year mission aboard the *Enterprise*; the only time that the crew believe him to be dead for an extended period of time is when he

remains aboard the **U.S.S. Defiant NCC-1764** while it phases in and out of existence in 2268. Kirk allows the rest of the landing party precedence in beaming back to the *Enterprise*, but he leaves his run too late for once, and the *Defiant* disappears into another universe with the captain still aboard.

The reactions of the crew are muted but potent. They cannot believe their captain is really gone, and their grief

KILLER INSTINCT

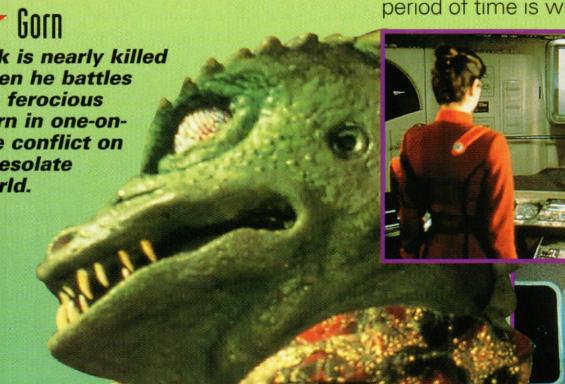


★ Gorn

Kirk is nearly killed when he battles the ferocious Gorn in one-on-one conflict on a desolate world.

★ Survival

Kirk outwits the Providers on Triskelion before they can force him into a fight to the death.



★ Testing times

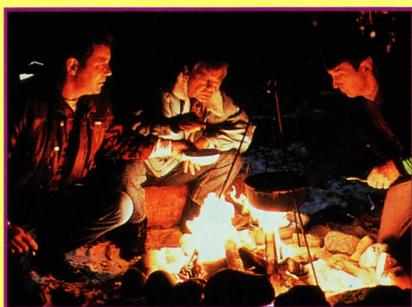
Admiral Kirk supervises Lt. Saavik's Kobayashi Maru no-win situation.

★ A shadow of himself

Mr. Spock is at a loss when he sees the fate that is befalling his captain.



Captain Kirk: Cheating Death



★ Ruminating on death

During a camping trip to Yosemite National Park in 2287, Captain Kirk confides in his friends how he has always known he will die alone.



★ Dying for a friend

McCoy injects Kirk with a formula to simulate death during his battle with Spock in 2287.

"How we deal with death is at least as important as how we deal with life." — Fateful words from the legendary Captain Kirk in 2285

★ Failing fast

Dr. McCoy can do little to help Kirk after suffering a vicious Mugato attack.

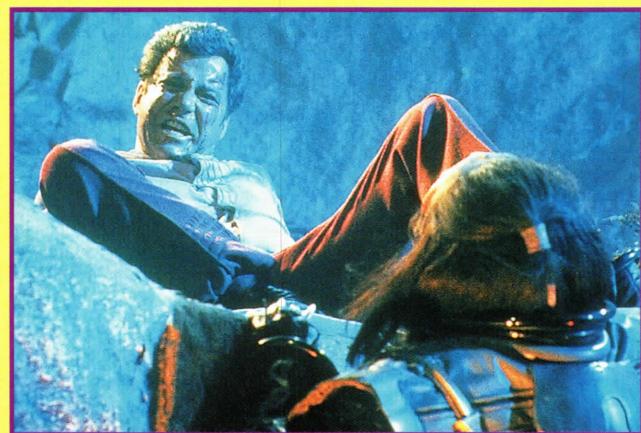
takes many forms. McCoy is particularly affected, directing great anger toward Captain Spock, much as Kirk anticipated he would. A memorial service held for Kirk is attended by many of the crew. Spock makes the official speech, detailing how the captain was lost because of his concern for not only his landing party, but also for his crew. He does not attempt to describe the respect that Captain Kirk commanded; he leaves it to the crew to evaluate the loss in the privacy of their own thoughts. All those present stand silently for a moment before being dismissed.

Kirk is recovered in this instance, and continues to captain the *Enterprise*, but now it is the deaths of loved ones that affect him most deeply over the next 25 years. He stands by, helpless, while his son, **Dr. David Marcus**, dies at the hands of the Klingons in 2285. He is also shattered by the apparent death of Spock shortly beforehand.



★ A friend in need

Spock can only watch in shock as Dr. McCoy tries to revive the seemingly deceased Kirk.



★ Admiral in conflict

Admiral Kirk battles Commander Kruege to the death on the Genesis Planet in 2285, following the murder of his son, David.



★ Growing old gracelessly

Captain Kirk comes closest to death in 2287, when he experiences the unwanted effects of rapid aging.

underline his notion that there is no such thing as a no-win situation.

Kirk must face the reality of mortality himself, however. He swings recklessly into action once more when events go awry on the **U.S.S. Enterprise NCC-1701-B**'s maiden voyage in 2293. Luck is not on the captain's side, it seems: he completes vital repairs in deflector control and saves the ship, but he is sucked out into space when the energy ribbon known as the **Nexus** rips open the hull. History records his death at this point.

But it is not quite the last gasp for the famous Captain Kirk. He cheats death one more time when he is drawn into the Nexus, a curious domain where time has no meaning and joy itself becomes a tangible thing. He is able to revisit the most cherished things in his

life: his house in the mountains, his faithful dog, and **Antonia**, the woman he left to return to **Starfleet**. He comes to realize, however, that it is just a fantasy.

Final mission

Captain Jean-Luc Picard enters the Nexus in 2371, and offers him the chance to return with him and save the universe once more – in this case from the machinations of **Dr. Tolan Soran**. Kirk grapples with the scientist atop a mountain on the planet **Veridian III**. He vanquishes this evil foe, but pays with his life in a spectacular fall.

It is the end; Kirk has used up his nine lives. The one thought in his head, as he lies dying, is whether he made a difference one final time. Picard assures him he has, and later buries him on a high peak on Veridian III. Dr. McCoy once noted that Spock was not really dead as long as they remembered him. The same can certainly be said of James T. Kirk, who will forever be recalled in the annals of Federation history.

CONFRONTING MORTALITY

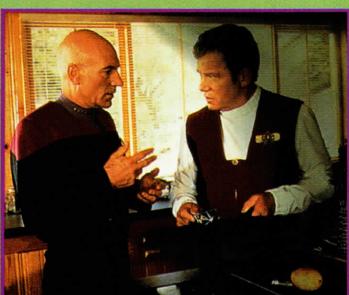
An unwanted birthday

Kirk thrives on danger and challenge, and when deprived of them he feels the onward march of his own life. His birthday in 2285 leaves him feeling restless and listless in his duties as an admiral, precisely because it lacks the adrenalin and peril that go hand in hand with the captain's chair. His temperament motivates Kirk to set his sights on becoming a captain once more. He has been fortunate all his life, and he sees no reason why he should not continue to cheat death.



► Gifts

Dr. McCoy presents Admiral Kirk with two birthday presents: a pair of spectacles to correct his eyesight, and a bottle of Romulan ale to mourn the passing years of his life.



★ Courageous captains

Captain Jean-Luc Picard entices Captain Kirk into one final – and ultimately fatal – mission.

Lt. Charlene Masters

Somber and businesslike, with a tendency for understatement that causes some to underestimate her, **Lt. Charlene Masters** is nevertheless respected by her colleagues aboard the *U.S.S. Enterprise NCC-1701* for her calm demeanor in a crisis.

Lt. Charlene Masters is a member of the crew complement of the *U.S.S. Enterprise NCC-1701* in 2267, and

serves in the Main Engineering division, deputizing for **Commander Montgomery Scott** in his absence. An attractive young woman in her twenties, of Afro-Caribbean extraction, Masters appears at first sight to be too young for such a heavy responsibility, but her forthright demeanor and air of authority indicate that she knows her field thoroughly.

Well trained

Masters's blue uniform indicates that her background and training are from **Starfleet's** scientific division, although she is assigned to engineering. Her main field of expertise appears to be in the study and manipulation of **dilithium**, a precious crystalline mineral which is instrumental in warp propulsion systems aboard starships.

When Masters reports to **Captain James T. Kirk** that damage to the dilithium

chamber "could mean trouble," her matter of fact presentation of reports causes him to remark ironically that she has a gift for understatement. The observation is jocular, nonetheless, and Kirk appears impressed with Masters's conduct.

Masters is recently promoted to the rank of lieutenant, and her friends can tease her about it, querying whether her casual requests are "orders." She clearly has many friends among the crew, and is well-liked and respected. A more important indicator of her skill and reliability, however, is that Scotty, during one of the rare occasions he willingly leaves the ship, entrusts her with the care and responsibility for his beloved engines.

Crystal tests

Masters's expertise is taxed when the dilithium crystals which power the *Enterprise* become the subject of a battle between two identical men from parallel universes. On **Stardate 3087.6**, the *Enterprise* is surveying a distant planet when the

AN EFFICIENT OFFICER



★ Checking up
Masters is vigilant in maintaining accurate readings and records of all activities in Main Engineering.

★ Report
Lt. Charlene Masters gives Captain James T. Kirk her report on the dilithium crystals on the bridge of the *U.S.S. ENTERPRISE NCC-1701*.

PROFILE ON MASTERS

NAME: Charlene Masters

SPECIES: Human female

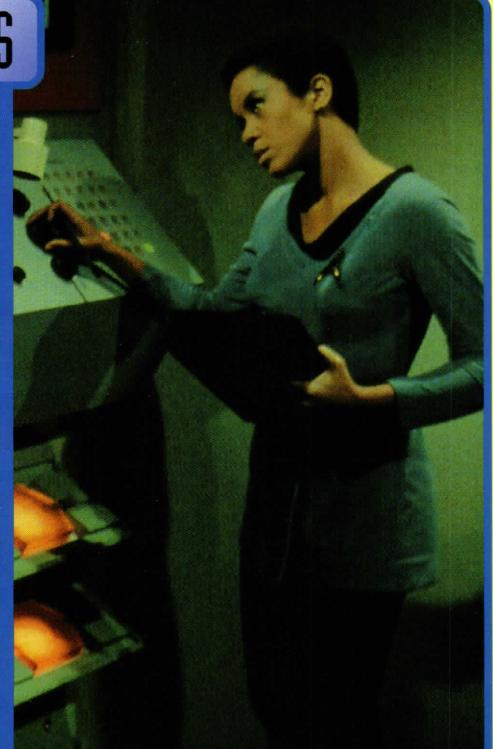
RANK: Lieutenant

OCCUPATION: Science specialist, assigned to the engineering section of the *U.S.S. Enterprise NCC-1701*.

REMARKS: Masters has been recently promoted, and is new to her engineering assignment, but she has the full confidence of the captain, and, more importantly, of Commander Scott, who takes one of his rare leaves of absence and entrusts her with his beloved engines.

FIRST SEEN: 'The Alternative Factor' (TOS)

► Lt. Charlene Masters goes about her duties in a calm, efficient manner. Her dedication and engaging personality have made her a popular member of the crew.



OTHER CARDS IN THIS FILE...

- 11 JANICE RAND
- 17 LT. LESLIE
- 24 LT. MIRA ROMAINE
- 26 MARLA MCGIVERS
- 110 YEOMAN MARTHA LANDON

SEE OTHER FILES...

STAR TREK:
The Original SeriesFile 68

Lt. Charlene Masters



★ Matrix

Lt. Charlene Masters and her assistant prepare to engage the test for re-amplifying the dilithium matrix.

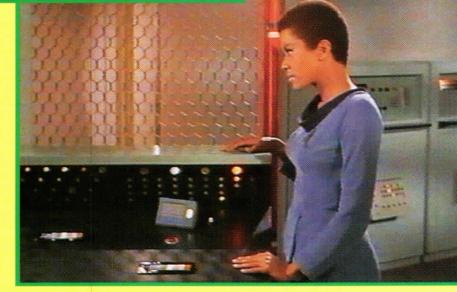
★ Smoke

The testing does not go as planned in Main Engineering, and Masters sounds the alarm that this is an emergency situation.



★ Out cold

Masters's assistant is unconscious at his post for several moments before she notices that something is amiss. It is highly unusual, and inappropriate, for a Starfleet officer, junior or senior, to be asleep on the job.



crew encounters a series of energy disturbances so violent as to threaten the entire known Galaxy. At the same time, a single life form appears on the previously uninhabited **Class-M** world. Beaming down, Kirk finds a single-person craft and an extremely disturbed individual who identifies himself as **Lazarus**. Claiming to be in pursuit of a malevolent enemy, Lazarus pleads for a pair of the ship's dilithium crystals in order to end his battle once and for all.

Opposites detract

Lazarus's request is refused, not only because handing over such technology would violate **Starfleet's Prime Directive**, but because the energy discharges caused by Lazarus's appearance, combined with the *Enterprise*'s proximity to the planet, has completely drained almost all the starship's dilithium crystals. Lt. Masters and her team are working intently to re-amplify the dilithium matrix. Masters is preparing an experimentation chamber to test the re-amplified matrix when she

and her assistant are attacked by Lazarus, who renders them both unconscious, and steals two of the precious crystals.

Double trouble

Lazarus flees to the planet, pursued by Kirk, and Lazarus's craft inadvertently transmits the captain into a magnetic corridor, a link between the universe of matter and the corresponding universe of antimatter, where Kirk encounters a second Lazarus, a calm and seemingly benign individual. This Lazarus explains that his people first discovered the technique of opening the corridor between the universes, and that the first Lazarus is insane, wishing to kill his



★ Deep in thought

Masters is very thoughtful, and is often found in deep concentration when working in engineering.



★ Under attack

Lt. Charlene Masters is assaulted by the insane Lazarus. He will get the precious dilithium crystals he needs at any cost - she is expendable in his eyes.

counterpart even if it means the destruction of both their universes. The purloined dilithium crystals, with their property of regulating matter/antimatter reactions, will enable the first Lazarus to breach the corridor which is the only place the two can safely meet. He will confront his opposite number, which will result in the annihilation of both universes as the matter and antimatter counterparts collide.

Restoring peace

Kirk volunteers to lure the first Lazarus into the corridor, the only place the two Lazaruses can meet without instant self-destruction, and to use the power of the *Enterprise* to destroy Lazarus's

★ Grounded

Lt. Masters lies prostrate on the floor after the evil Lazarus's vicious attack on her. It is her responsibility to take care of the dilithium crystals he wants.

craft, ensuring that he can never leave. Trapped in violent conflict for all eternity, the second Lazarus sacrifices himself in order to preserve the existence of both the matter and antimatter realms.

The dilithium crystals are restored to their rightful place aboard the *Enterprise*, and Lt. Masters and her team make sure that everything in Main Engineering is exactly as it should be for Commander Scott's return from his vacation.

DOWN TIME

Rest and relaxation

When on duty Lt. Masters has a businesslike and earnest manner, but she understands the importance of relaxation, and has a close circle of friends, whom she often meets in the recreation room. Teased about her recent promotion, she responds amicably, and is obviously a trusted and well-liked crew member.



▼ Coffee talk

Lt. Charlene Masters enjoys chatting with her coworkers and friends during her breaks. They tease her about her new promotion, but she takes their gibes lightly.

"Whatever that phenomenon was, it drained almost all of our crystals completely; it could mean trouble."

— Lt. Charlene Masters to Captain Kirk.



Varis Sul

Varis Sul is a young and intelligent Bajoran girl who travels to the Federation station *Deep Space Nine* as the representative of her village during negotiations arising from disputed borders with a neighboring community.

Varis Sul is Tetrarch of the Paqu and their village, which is located in some of the harshest territory found on the planet **Bajor**. Varis's father was also Tetrarch of the Paqu before her, but following his death his daughter was the only family member left to succeed him. The Paqu avoid most contact from outsiders, but in 2369 Varis travels to *Deep Space Nine* to represent her people's interests during three days of border negotiations. She is greeted by **Commander Benjamin Sisko** and **Major Kira Nerys**, who are surprised to discover such a young woman representing her people.

Wise beyond her years

Despite being only 15 years of age, Varis Sul carries herself amazingly well. Her long dark hair is kept back off her firm face, and she wears long, formal attire suitable for her diplomatic mission. Varis Sul is, however, a product of the **Cardassian** occupation, and her ordeal has left her short tempered

and untrusting of others.

The negotiations are to be mediated on behalf of the **Bajoran provisional government** by Commander Sisko, and he believes it be a good idea to get both sides talking early; as such an informal meeting is held to develop an understanding of the issues between the acrimonious groups.

Disputed land

The region under dispute is situated between two villages and their surrounding territory. Both factions agree that the river **Glyrhond** is the natural border between their lands, and that fact is cemented in a treaty that has existed for over 90 years. The problem stems from the Cardassian occupation during which time the Glyrhond's flow was diverted to assist in their mining operations. This caused the river to flow 20 kilometers west of its natural path and into **Navot** territory, thus inadvertently expanding the Paqu's land.

The leader of the Navot simply wants the land returned to the way

PROFILE OF VARIS SUL

NAME: Varis Sul

AGE: Fifteen

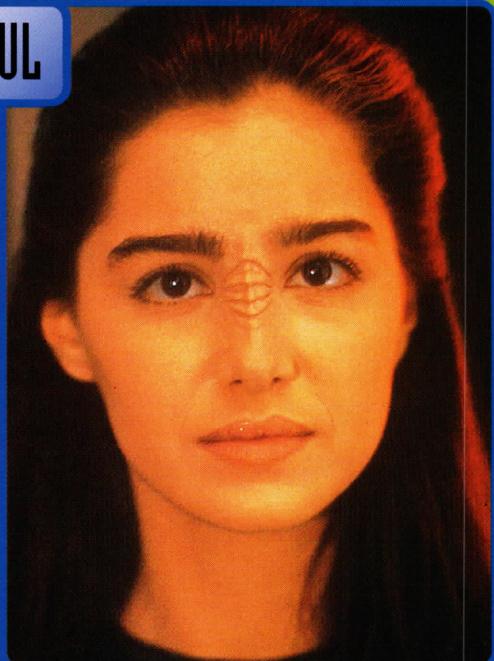
LIFE FORM: Bajoran Female

POSITION: Tetrarch of the Paqu village on the planet Bajor.

FAMILY: Varis's parents were killed during the Cardassian occupation of her homeworld, Bajor.

FIRST SEEN: 'The Storyteller' [DS9]

► *Varis Sul has not enjoyed a childhood as pleasant as her contemporaries. The Cardassian occupation robbed her of her parents, and, although she is a worthy leader, she appears to lack the guidance of an elder.*



it had been prior to the Cardassian occupation. The first indication of Varis's bad behavior is seen during the initial meeting between her and, **Woban**, the leader of the Navot; as the discussion continues a comment is directed toward Varis regarding her father. This infuriates the young **Bajoran**, and she accuses her rival of pressuring her into

betraying her people. During the outburst **Quark** enters the room with a round of drinks. Tensions seem to relax until Quark presents Varis with her **Trixian bubble juice** by referring to her as a "little lady." Varis promptly throws the drink back at him, before storming out of the room.

The first day of formal meetings begin, but Varis is

unwilling to move from her hard line. Sisko calls Varis to his office in the hope of reaching some sort of understanding, but she is as stubborn as ever and ironically calls the leader of the Navot an obstinate fool. Varis professes to Sisko that she only wants to

Dedication

Varis Sul argues for the rights of her people with a passion rarely seen in others, even those who are far older than her.



Meeting

Varis Sul meets with Commander Sisko in order to better understand the Starfleet officer's character in anticipation of the delicate negotiations.

★ Welcome
Commander Sisko and Major Kira Nerys are shocked at Varis Sul's appearance as she boards *DEEP SPACE NINE*. She is far younger than anticipated.



STRAINED NEGOTIATIONS



Fast friends

Varis Sul meets Jake Sisko and Nog during her time on DEEP SPACE NINE. The two boys eventually lead her to see a resolution to the negotiations.



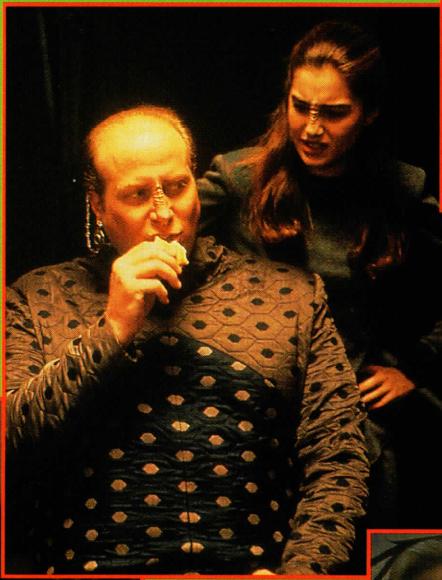


“... I’m Tetrarch now. I will not be pressured into betraying my people.”

— Varis Sul

★ Thrown back

Varis Sul takes her fury out on the Ferengi barkeep, Quark. She violently throws a Trixix bubble juice back in his face.



★ Ferengi savvy

Nog's Ferengi business intuition helps Varis Sul to discover and accept the concept of compromise.

★ Caught

Varis Sul appears quite apprehensive after being found partaking in a prank within Odo's personal quarters.



defend the interests of her people, but he accuses her of attempting to start a civil war. Varis remarks that she is willing to die for her land, and suspects that Sisko does not take her seriously; he in turn realizes that Varis is unable to understand compromise.

Meeting her contemporaries

During her stay on *Deep Space Nine*, Varis Sul meets **Jake Sisko** and the **Ferengi, Nog**. When depressed following the day's failed talks, she reveals her concerns to the two boys, and subsequently picks up on a comment made by Nog. He suggests that her problem could

be seen as an opportunity if she could discover something she might want in exchange for returning the Navot's land.

Varis also shows a little more interest in Jake in hopes of gaining some understanding and insight into Commander Sisko. She begins to understand that Jake trusts his father and holds him with the utmost admiration, but she still finds it hard to trust anyone but herself. The result is the failure of the second day's negotiations, leaving Varis alone in her quarters to study a map of the disputed region.

Jake and Nog soon attempt to break her misery when they appear

with hopes of cheering Varis up. She is uncomfortable in asking them for help, but realizes that they are the only ones she can turn to. Varis again asks Nog about the "opportunity" they were discussing the previous day. Nog is overjoyed at the chance to help. When Varis asks how one would know if the opportunity is worth the risk, Nog replies "instinct." This seems to help Varis, and as a means of celebration Nog suggests that they go steal **Odo**'s bucket. Varis is as unsure as Jake regarding Nog's suggestion, but both seem happy to accompany their friend.

The plan fails, however, when

NEGOTIATION

A worthy opponent

Woban is the leader of the Navot village. He is a large Bajoran male with a receding hairline, and a full-figured frame. He seems happiest when he is stuffing his mouth, and greatly approves of the larish pie that is provided for those attending the boundary negotiations on station *Deep Space Nine* in 2369.

Woban may not be refined in his manners or appearance, but he is certain that he wants nothing more than the moving of

the boundary; he believes that it should be moved back to where the Glyrhond had flowed during the signing of the original treaty in 2279.

Opponent

Woban is a resilient negotiator. He refuses to accept any compromise that will not see the return of his people's land.



★ Working together

Jake and Nog help Varis to reconcile her feelings toward the future path of her people.

★ Fond farewell

Varis Sul bids farewell to the young friends who taught her to accept compromise.



Nog falls while carrying the bucket, spilling the contents over Jake. The young Sisko is horrified to think that the white sticky goo might be Odo; Nog's practical joke has worked, and he reveals to both Varis and Jake that the substance is only oatmeal. Jake and Varis begin to laugh; this is the first time she has smiled in a long time, and she seems to enjoy it. The laughter does not last long, however, as Odo returns to his quarters and quickly puts an end to the revelry.

Reconciliation

Varis later goes to see Commander Sisko, and offers her apologies. She admits to enjoying the boys' company, but reveals to Sisko that the real reason she spent time with them was to learn more about him. Varis tells Sisko that listening to the way Jake spoke about his father made her realize how much she missed her own parents. She doesn't want to let her people down, but she is in need of guidance. The commander responds to her plea, and with his words of advice Varis is able to devise a proposal that may end the dispute.

Varis finally understands that good leadership is not only about strength, but also about being able to take risks and make compromises. She agrees to give the land back, but with one concession: that her people have trade access to both sides of the river. Sisko seems happy with Varis and the progress she has made, and tells her that her father would be proud of her. They step into the final day of negotiations together, glad to find a solution on the horizon.

Vash's Tricorder

During the course of her plan to retrieve the Tox Uthat, the scheming archeologist **Vash** enlists the aid of both the vacationing **Captain Jean-Luc Picard** and a specialized tricorder in order to outwit a **Ferengi** and two **Vorgon** criminals to claim her prize.

In the 27th century the scientist **Kal Dano** invents the **Tox Uthat**, a palm-sized crystal capable of halting all nuclear reactions within a star. Fearing this massively powerful **quantum phase inhibitor** could be stolen and used for purposes other than he intended, Kal Dano flees his own time using technology similar to the **Vorgons**, who have the capability of traveling back in time at least 300 years with their sophisticated technology. The Tox Uthat is hidden by the scientist on the pleasure planet **Risa** in the 22nd century, with legends of the device's power growing to such an extent after this event that by the 24th century many archeologists believe stories of the weapon to have some basis in fact. One such individual is **Dr. Samuel Estragon**, who spends half of his life in

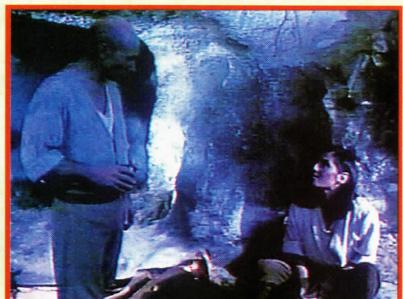
search of the Uthat along with his scheming assistant **Vash** just before his death in 2366. Vash steals the coded findings of Estragon's research but instead of selling them to the **Ferengi Sovak** as previously agreed, she decides to hunt for the priceless device herself.

Hard fought search

The location of the Tox Uthat takes Dr. Estragon many years to painstakingly discover, eventually pinpointing the planet Risa as its location. It is unclear whether Estragon plans an archeological expedition to the planet on his own or with Vash, but she utilizes a sophisticated **tricorder** in order to lead both herself and the vacationing **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** to its resting place

on **Stardate 43745.2**. The involvement of Captain Picard is a matter of historical fact for the two Vorgon criminals **Ajur** and **Boratus**, who are also in the race to find the Tox Uthat, as they know that Captain Picard is responsible for both the discovery and eventual destruction of the priceless device, and attempt to fool him into believing that they are representatives of a security team assigned to retrieve the crystal. Despite having sophisticated scanning equipment and weaponry themselves, the two Vorgons do not have the benefit of the encrypted data held by Vash on a stolen data disc, so await the human couple to lead them to the spot where they hope the Uthat will be handed over to them.

Decoding the findings from her former employer, Vash knows that



▲ **Vash and Captain Jean-Luc Picard begin their search for the Tox Uthat in a dark network of caves beneath the surface of the pleasure planet Risa.**



▲ **Vash carries her tricorder with her at all times. The compact device rests comfortably in her hand as she sweeps it over the area she intends to scan.**

the device is hidden some 27 kilometers from the Risan resort where she meets Captain Picard and double crosses her Ferengi employer, Sovak. The rough location of the Uthat is within a series of underground passages linking a number of subterranean caves, but the network is so extensive that additional help is needed to find the exact spot calculated by Dr. Estragon to be the device's final resting place.

Unique tricorder

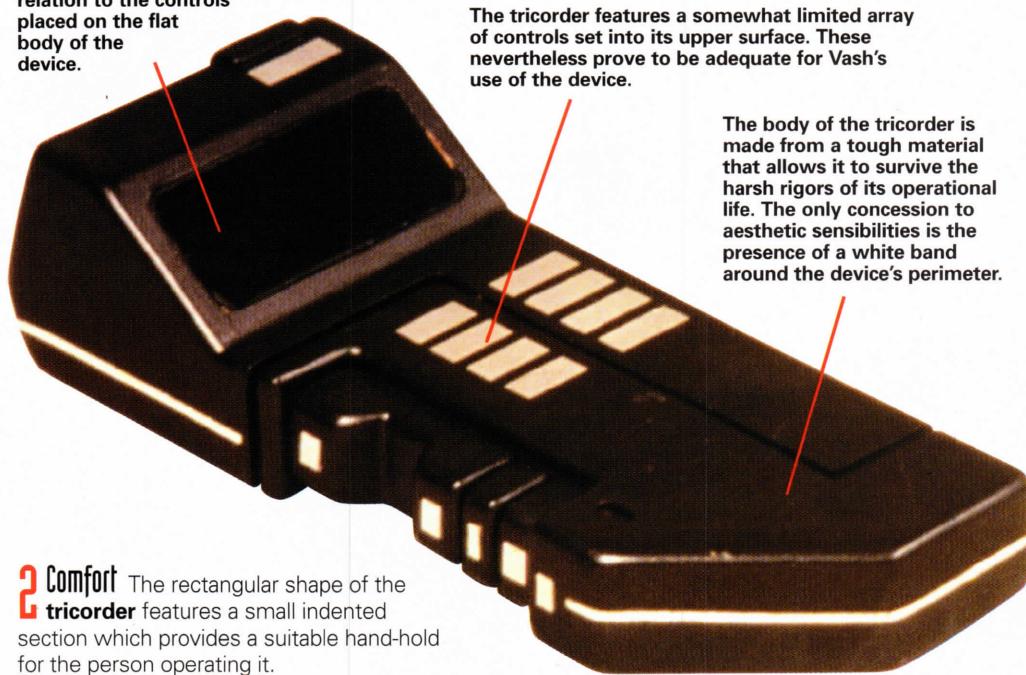
The use of a powerful scanning device capable of storing and retrieving previously prepared information becomes vital to Vash and Picard as they begin their meticulous search of the underground rock formations, requiring a specialized tricorder that has enough power to permeate the dense structure of the surrounding environment. Tricorders have long been one of the most fundamental pieces of away team equipment for **Starfleet**, as well as the military and medical arms of other races, with variations on the same basic handheld units also available for civilian use. Vash carries her own tricorder previously uploaded with information relevant to the location of the Tox Uthat, although this unit

VASH'S TRICORDER

1 Construction Vash's **tricorder** is comprised of a simple outer shell, with a raised screen unit and a limited array of controls. Nevertheless, it is perfectly suited to the role it is designed for.

The tricorder features a somewhat limited array of controls set into its upper surface. These nevertheless prove to be adequate for Vash's use of the device.

The body of the tricorder is made from a tough material that allows it to survive the harsh rigors of its operational life. The only concession to aesthetic sensibilities is the presence of a white band around the device's perimeter.



2 Comfort The rectangular shape of the **tricorder** features a small indented section which provides a suitable hand-hold for the person operating it.

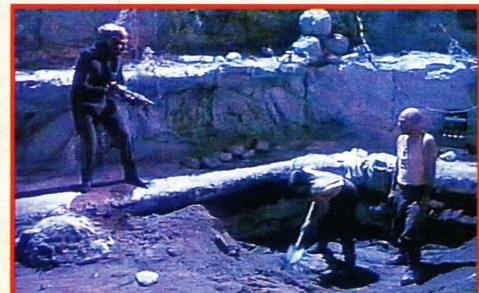
Vash's Tricorder



▲ Vash extends the tricorder at arms length away from her body as she scans the rocky surfaces of the cave walls in search of the Tox Uthat.



▲ The small tricorder has an extensive task ahead of it. The entire cave must be scanned in order to locate the resting place of the legendary Tox Uthat.



▲ The Ferengi Sovak discovers Vash and Picard as they continue their search. He orders them to begin digging in the hopes that he can claim the Tox Uthat.



▲ The Vorgans arrive in the cave to oversee Vash's search for the Tox Uthat.

is relatively large when compared to Starfleet devices; it does not feature a fold-down design for ease of storage, but does supply enough information for them to ultimately be successful in their search.

Configuration and operations

Vash's tricorder is a roughly rectangular device that, due to its large dimensions, allows it to be easily operated with two hands, although its lightweight construction means that it can

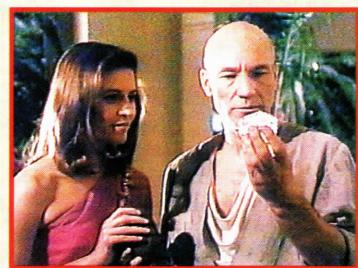
easily be carried and handled with one hand while in use. The outer casing is constructed from a light colored material that has a high degree of resiliency, as archeologists working in the field often have to endure uncomfortable and harsh conditions during journeys to their digs, and while attempting to uncover an artifact. The nature of archeological work suggests that the tricorder will have an extensive storage capacity, as clues to the whereabouts or nature of an object may have to be continually cross-referenced during an expedition in much the same way that Vash's unit detects, compares, and confirms a number of key points during the journey through Risa's underground caverns.

The unit is approximately 20 centimeters in length, 10 centimeters wide at its broadest point and two centimeters thick. During operation the tricorder is

held away from the body and pointed forward. The bottom left corner of the device is cut away, sloping inward to form a narrow ledge at the bottom right that breaks up the uniform shape of the unit, with the central section of the left-hand side incorporating a number of indented ridges and grooves specifically designed to enhance the grip as it is being operated. Vash tends to hold the unit by the smooth right-hand side during use, although transferring the unit to the left hand allows full access to the two rows of four vertically mounted rectangular push buttons set into the upper surface.

Audible alert

During use, the device emits a series of sounds designed to give a clear audible proximity signal to the resting place of the Tox Uthat. The sound changes when the unit has difficulty in scanning certain kinds of rocks, although the data relayed

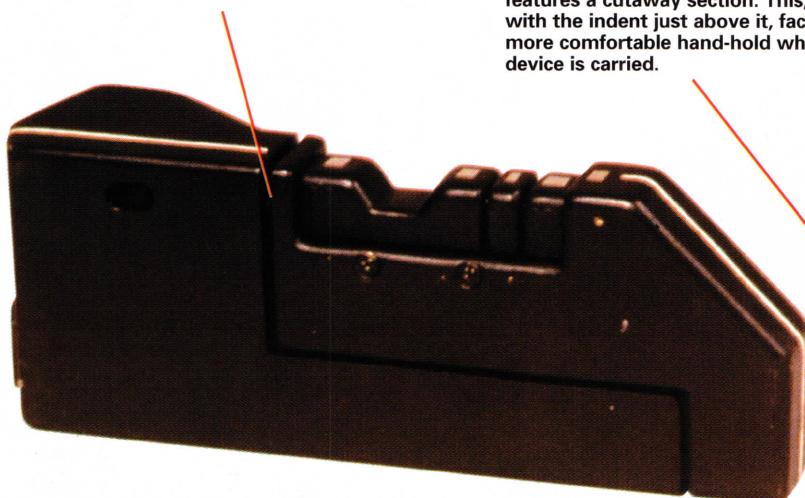


▲ Vash's use of the tricorder is later found to be false - she had the Tox Uthat all along.

through the rectangular information screen built into the enlarged sloping top of the tricorder proves to be highly accurate. Two more buttons are located above the angled screen on the flat top surface of the viewing head, a raised black button positioned over a ninth silver flat touchpad. Built into the leading edge of the upper section are three flashing indicator lights, a yellow, white, and red set of alternating diodes that indicate the tricorder's scanning of an area.

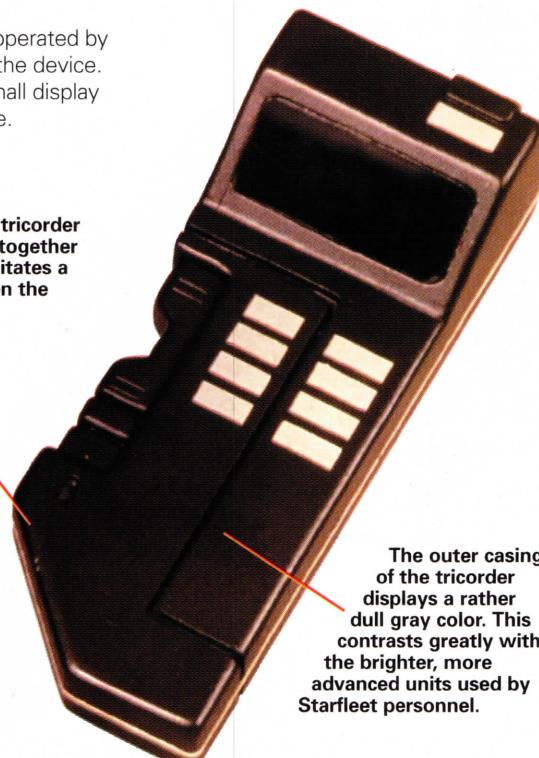
VASH'S TRICORDER

The underside of the tricorder reveals how the device utilizes simple geometric shapes rather than the more complex curved units used by Starfleet.



3 Operation The **tricorder** is easily operated by a series of controls on the top of the device. It communicates its findings via a small display screen and an audible alert sequence.

The lower left-hand corner of the tricorder features a cutaway section. This, together with the indent just above it, facilitates a more comfortable hand-hold when the device is carried.



The outer casing of the tricorder displays a rather dull gray color. This contrasts greatly with the brighter, more advanced units used by Starfleet personnel.



'Renaissance Man'

When Captain Kathryn Janeway is kidnapped by two rebellious members of the Hierarchy, the Doctor must assume the roles of several of his fellow *U.S.S. Voyager* NCC-74656 crew members in order to ensure her safe return.

Returning from a medical conference in the *Delta Flyer*, the Doctor is multi-tasking, singing opera while controlling the ship and taking readings. When Captain Kathryn Janeway is awakened by his singing, he extols the virtues of being a hologram, saying he now prefers the state to his once fondest wish of being human. As he talks, the *Flyer* hits turbulence, but the Doctor is confident he can deal with it.

Aboard the *U.S.S. Voyager* NCC-74656, Lt. B'Elanna Torres is tempted by Lt. Tom Paris's plan of a lunch together, but decides not to shirk her responsibilities, having promised repairs by the time the captain returns. When Janeway does return it is with bad news. *Voyager* has entered R'Kaal space, a massive area that extends to the Beta Quadrant. The R'Kaal Imperium are ecologically driven, and consider warp technology to be inherently bad. Noting that she was unaware of their regulations, Captain Janeway has negotiated them down from the usual punishment of destruction; they have, however, demanded the surrender of *Voyager*'s **warp core**, while permitting the crew to settle on a suitable planet within their system. Commander Chakotay suggests finding a way out of the situation, but he is brusquely dismissed by the captain, who claims she is tired of casualty reports and the constant striving for the slim chance of returning home.

Secret machinations

The captain orders Torres to modify the *Delta Flyer*'s tractor beam to enable it to tow an ejected warp core, and the engineer subsequently contacts Chakotay. When the commander confronts Janeway, she behaves eccentrically, apparently being prompted by someone invisible to the crew. Chakotay consults the Doctor, who says he was offline when the *Flyer* was boarded, and his examination of the captain after her meeting with the R'Kaal revealed no ill health.

Chakotay is suspicious of Janeway's actions, and the possibility of a vast cloaked armada tracking them as she has claimed. He heads to **Astrometrics**, where he receives a transmission from the R'Kaal demanding the surrender of the warp core within 10 hours. He asks **Seven of Nine** to trace the source of the transmission.

ON SCREEN...



1 The *DELTA FLYER* is rocked by turbulence as Captain Kathryn Janeway and the Doctor return to the *U.S.S. VOYAGER* NCC-74656 after attending a medical conference.



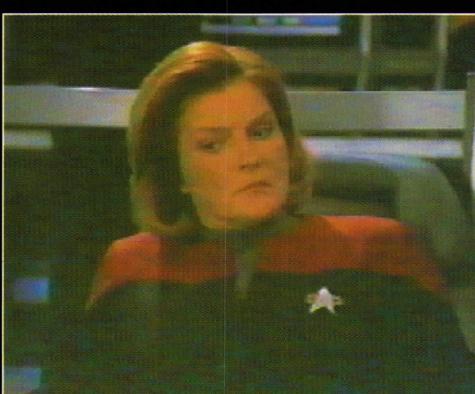
2 Upon returning to *VOYAGER*, Captain Janeway announces that the starship has fallen foul of the R'Kaal Imperium and must surrender its warp core.



3 Commander Chakotay suggests to Janeway that they try to extricate themselves from their current situation, but she is dismissive of his concerns.



4 Janeway asks that Lt. B'Elanna Torres adjust the *DELTA FLYER*'s tractor beam in order to allow it to tow a warp core. Torres is suspicious, and contacts Chakotay.



5 Janeway exhibits unusual behavior as Chakotay confronts her. The captain appears to be receiving orders from an unseen source.



6 *VOYAGER* receives a transmission from the R'Kaal, informing them that they have just 10 hours to surrender their warp core. Chakotay asks Seven to trace the message.

'Renaissance Man'

The Doctor reiterates Captain Janeway's full health, but when Chakotay later tricks her she overpowers him, sedates him, and stores him in the morgue. In sickbay it is revealed that the Doctor has been masquerading as the captain. It transpires that she is being held hostage by two members of the **Hierarchy**, and the Doctor is following their commands. They are linked to his perceptual subroutines, enabling them to see and hear his every action. When Captain Janeway gives a direct order that the Doctor not obey the Hierarchy, he refuses. They demand examples of *Voyager*'s **bi neural circuitry**.

Playing the part

The Doctor has to masquerade as Chakotay as well, but acquires **bi neural gel packs** as Lt. Torres, evading the attentions of Paris. **Ensign Harry Kim** and Seven trace the supposed R'Kaal transmission to a **holodeck**, but when Kim discovers the **EMH** to be responsible he is also incapacitated. He meets his match in **Lt. Commander Tuvok**, but evades him by creating dozens of simulacra in the holodeck. Masquerading as Chakotay he clears engineering by claiming the warp core is about to breach. When his deception is revealed he switches to **Emergency Command Hologram** status and ejects the core. He disconnects main power, then flees with the core in the *Delta Flyer*.

Captain Janeway has been ingratiating herself with **Nar**, one of her captors, having earlier sown seeds of doubt about the Doctor being able to outwit them. The Hierarchy superior, **Zet**, is less pleasant, however. When the Doctor arrives with the warp core he does not exchange Janeway as promised, but abducts the Doctor also, intending that he continue to work for them.

When power is restored on *Voyager* a badly played version of 'Blue Danube' is broadcast throughout the ship. A study of the harmonics reveals a warp signature, and a match is found in the vicinity.

On the **Hierarchy Surveillance Vessel** the Doctor is given data to infiltrate a Hierarchy security complex. It is too great a quantity of data, however, and he begins to destabilize as Tuvok and Paris launch a surprise attack. Tom transports aboard the captured *Delta Flyer*, and the joint assault is enough to convince Zet to return *Voyager*'s warp core. He intends to detonate it, though, to provide cover for his escape, but is

stopped by Nar.

Still suffering from data overload the Doctor believes he may not survive, and on returning to *Voyager* he requests that his **mobile emitter** be donated to the **Daystrom Institute** for study. He also admits to having compiled a database of

what he considers to be Janeway's most questionable command decisions. He confesses other indiscretions and professes his love for Seven before fading away. Simply deleting the extraneous subroutines restores a fully functional, but extremely embarrassed Doctor.

ON SCREEN...



7 Janeway renders Chakotay unconscious and stores his body in the ship's morgue. She is subsequently revealed to be the Doctor in disguise.



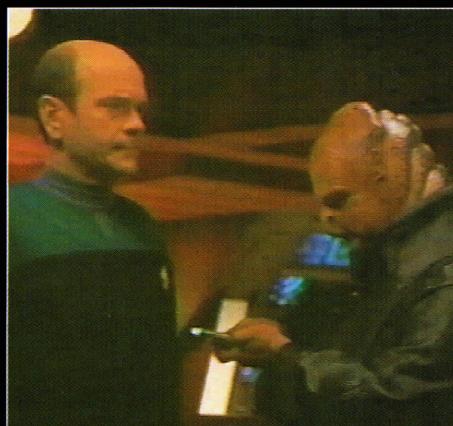
8 The real Captain Janeway is being held captive by two members of the Hierarchy. They are issuing orders to the Doctor to acquire *VOYAGER*'s warp core.



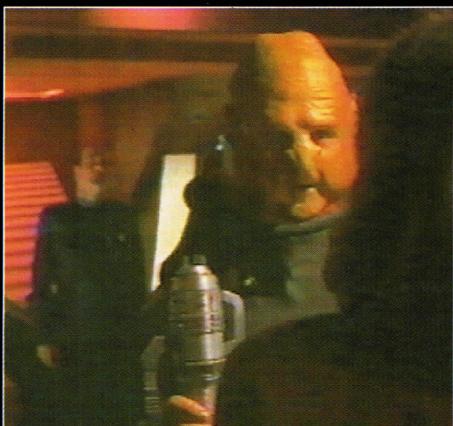
9 Lt. Commander Tuvok discovers the Doctor's duplicity, and tracks him through the ship. His search is brought to an end by a holodeck full of Doctors.



10 The Doctor ejects *VOYAGER*'s warp core and takes it to the **HIERARCHY SURVEILLANCE SHIP**. Zet refuses to release him and Janeway, however.



11 Zet plans to continue using the Doctor in his audacious plans. He believes that manipulating his holographic matrix will allow him to conduct more secret heists.



12 Having befriended Captain Janeway, Nar rebels against Zet's authority and knocks his superior unconscious. The Doctor and Janeway are safely recovered.

STARSHIP FACTS

The **U.S.S. Voyager NCC-74656**'s spare bi neural gel packs are kept in locker gamma five on the upper level.

The authorization code for the Emergency Command Hologram is Omega 4-2.

Seven of Nine states that an armada of cloaked vessels would be detectable due to the considerable subspace distortion that they would generate.